

**3**  
DISKS

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See back cover



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MAY 1995

**DISK 2**

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new, all-singing, all-dancing  
proper mission of foam 17's  
adventure of sorts!

**AMIGA ACTION**  
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**DISK 3**

### SENSIBLE MASSACRE 2

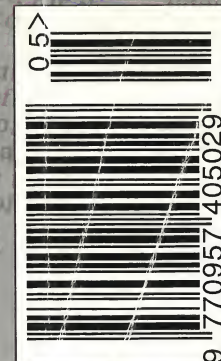
More ball skills mayhem  
with the game that kills football  
players before the drugs can  
get there! Bring on the  
bulldozers...

### DEMON

Majestic and magical card  
game treat. Yes.

**AMIGA ACTION**  
MAY 1995

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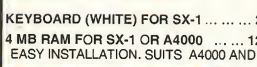
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**Cover Print:** Hubbards  
**Mag Printed By:** Duncan Web (Maidstone)

**Newstrade Distribution:**  
 COMAG 0895 444055

Subscribe one, subscribe all!  
 12 issues: £46.99 (UK), £69.99 (EEC), £84.99 (World)  
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**SPECIAL THANKS TO:**

France for ridding us of Chicken for a couple of days, French hotels for not minding having their lavatories blocked by contraceptives, Ray the Gardener for his stirring speech, Funny Bloke the new gardener for planting flowers on our football zone, car alarms of quality for - ooh! - always working on Paul's car, North Sea ferries for their tolerance of drunken English scum called Neil waking up decent families in the middle of the night, a plague of sorts for cussing Steve down, dodgy car salesmen for seeing Chicken coming, 3% - for being our pay rise (everybody out!), Alexei Sayle, PCs for their ease of use as far as idiots like Paul are concerned, the ECTS for actually not being as crap as usual, the MEN for the -ahem - cover artwork, and that woman on the train from London whose kids wanted taking out and shooting. And then stabbing with rusted farm equipment.



Coverdisk enquiries should be directed to the hotline number as detailed on page 8.

**We regret that we cannot answer your disk and cheat queries over the phone whilst producing a quality magazine every month. Which kind of explains everything.**

Sorry.

Review scores of the month: Appallingly low

### News p10

Find out what's been happening at the ECTS, which PR people have been shacking up together, who drank the most beer and who was there for only three hours!



### Subscribe p76

Here's your chance to get hold of 13 issues plus a brand spanking new game absolutely free! (Plus a small charge for the subscription. And the game.)

### Superleagues p84

Ermm, they've changed. Quite a bit. In fact they're not the same anymore. They take longer to construct now. Ta very much, that's the last survey we'll be having.



### Public Domain p102

Let's talk about PD. Well more pointedly, let's state a fact. We haven't got none! Although looking at some of the commercial releases you'd think the mag was full of it. Shee!

### New! Poster p90

A brand spanking new series of cut out and keep wall adornments starts this month! Amiga Action - the mag that gives you so much more...



### Talkback p81

The SWOS or Dross letters have been flooding in, and this month we actually used them. Ooh they're riveting!

### Swap Shop p88

This month's feature ad: Amiga contax wanted for fast efficient service. All latest games from just £3, or send your own disks if you like.

## Reviews p21

### Full price

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### Man United P22



### Angst P28

## Features

### The End...? p15

In a bid to do something useful for a change we went and did some research into the future of your machine (the Amiga, not that Super NES you've got in the front room. We've seen it! You left your curtains open!) Find out the truth from the software companies and people like yourselves. We ask you all.



## Game Guides

### Jungle Strike pt 3 p60

Right, it's over and done with. If you can't finish Jungle Strike now you're as big a loser as Andy Sharp!

### Sensible World of Soccer p64

Find out how to achieve your dream double.

### Valhalla: Before the War p66

I'm scared. It's in my pocket. It's Level One complete.

### Zeewolf p69

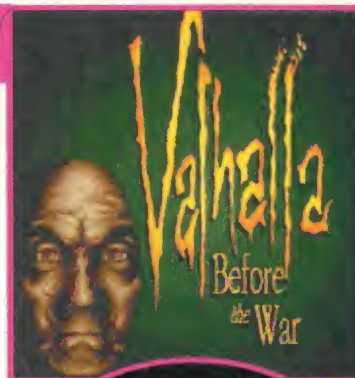
You need it, we provide it. Your dream come true.

### Small Tips p70

Tiny pea-size nodules of nourishment for hungry gamers old and young. Relax.

### Son of Boggit p76

More adventure tomfoolery with the Boggenheimer.



## Budget Games p40

As promised, three whole pages of cheap treats for the financially impaired amongst you. Play old games! Whatever you do, don't buy new stuff! Leave it on the shelves until it becomes budget priced!. See as companies stop bringing out games. Ah well.



## Coverdisks p6

### KWOK'S GAME

Still officially untitled until you come up with a name for it, Thalion's quite nifty teeth smasher gives you the opportunity to vent those post-Christmas blues. Okay, so that isn't very topical, but you don't buy the magazine for this bit do you? Hmm? Hmm?

### PM3 MULTI-EDIT

If you like slideshows of football management editor systems then this is the demo for you! Marvel as the static shots appear before your very eyes.



### THE SPERIS LEGACY

Yes, we know that technically it was on last month, but this is a different demo see. Play Part 2 of our exclusive coverdisk Work-In-Progress. There's a full mission to complete and Team 17 don't think you're up to it, in fact they've bet us that you'll all get stuck. Frankly, we don't care as long as you buy the magazine and stop ringing us up if you can't get it to run on an A500!

### DEMON

Possibly the most addictive card game of all time, and not a swear word to be seen. Well, as far as we know. Mind you, that was the problem last time. Yes, it's late night fun all the way with this hard-to-put-down and easy-to-play treat of the deck. Come on dollies do your dealing!

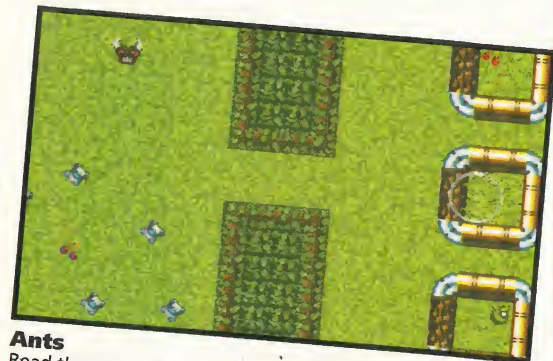
### SENSIBLE MASSACRE: THE RETURN

Well, Part 2 actually, but this fits on to the page better. You have a bulldozer and you kill footballers with it.



### Super Skidmarks

Strange place New Zealand. Can't knock their games mind



### Ants

Read the review. We can't say any more just yet...



### Whizz

It's like fast-forwarding through Watership Down



### Colonization

Sid Meier's off again. Another classic PC conversion



### Super Street Fighter

What the original should have been like?

As you may have noticed there are three absolutely splendiferous feasts of fun attached to the cover of this very mag this month. And true to our word we're still bringing you as many diverse demos and great games as we can possibly fit on to the disks. You might be thinking that we've used the demo of The Speris Legacy before, but wait, just hold your horses a minute. This month we've a full and totally impressive mission for you to complete in Team 17's adventure type thing. And what's more, it's topped with cherries and cream! And that's just for starters. We also bring you Sensible Massacre 2 if you're up to the challenge. Plus, pull out your knuckle dusters and prepare for the demo of the as-yet-untitled beat'em-up from Thalion by Kwok Man. Stallone and Co eat your heart out! Finally there's a ridiculously addictive card game called Demon, and for some unknown reason a rolling demo of sorts of the Premier Manager 3 editor system. Do we cram the disks? Oh we think so... How do we do it? Hmmm...

## Cover Disks

# Kwok's G

**Thalion**  
(Amiga 1200)

Not to be confused with the space ships of the Rebel Alliance in Star Wars, the it's-called-X-Fighter-at-the-moment-but-regular-readers-are-about-to-rename-it-something-else-very-soon-thanks-to-last-month's-competition X-Fighter is basically a full blown beat'em-up. Kwok Man has delivered this demo for your enjoyment and it comes complete with several bouts of fist fighting. Depending on how you're feeling you can participate in a best of three contest or a tug of war type scenario where a single energy bar fluctuates between the top and bottom of a scale in relation to which fighter has the upper hand in the tussle.

There are several moves available for your fighter and it will take a little time to suss them out, so have a little patience if you want to get the most from this demo. The full game will incorporate a total of 32 fighters, but for now there's just a single appetite-whetting contestant. It's looking good at this stage and the full version should be pretty impressive when it arrives on the CD32 (this is the only time you will ever be able to play this game on disk, so there). As you will notice from the surprisingly diverse yet simple gameplay, this will take some beating. Geddit eh? Do you? Enjoy!



# Sensible M





Round 1



# Massacre 2

PD  
(All Amigas)

After the unsurprisingly great response we got from the original, Sensi Mass is back. This time you have to control a bulldozer in the midfield (sort of a Vinnie Jones with wheels), and kill as many bikers, parachutists and footballers as possible. Use your supply of explosive footballs on the bikers and parachutists and simply run over the footballers, squashing them to a pulp. Do be careful though, each enemy you come into contact with will take a little energy from your bulldozer, so try to avoid the opposition as much as possible.



Throughout the course of a game you will notice several icons appearing and disappearing. When picked up these can either replenish your energy or ammunition, swap the energy bar and the ammo bar around, or act as a smart bomb.

You are now ready to play away to your heart's content. And you can give Robbie Fowler one from us!

# Speris Legacy

Team 17  
(Amiga 1200)



Following on from last month's exclusive first look at Team 17's excellent arcade adventure, we now bring you a far more complete version of the game (though they're keen to point out that even more sparkling stuff will be crammed into the final effort). This month, not only can you walk around willy nilly talking to people, but there are a couple of tantalising (that's Yorkshireish for Extremely Difficult) submissions thrown in to test your skill and brain power.

The overall objective of this demo – the thing which will bring it to an end – is to present Guradic with the pipe. However, before you get to that stage you will of course have to overcome a number of other problems. But first things first.

You are Cho, and you are manipulated through a combination of the joystick and keys. Moving around the landscape is via the joystick, and when the time comes to do something such as Talk, Look, Give, Use or whatever, you do it by hitting the space bar with a fair degree of gusto, and thus bringing up a menu. Your inventory is accessed by pressing [F2], and similarly disposed of by tapping on the same key.



## Speris Legacy

► Whichever item you are using is shown in the top left of the screen. Attack things or people with your dagger by pressing the fire button, and ignore the rising power bar until you find the sword later on, when you are able to zap enemies with a fully powered blade.



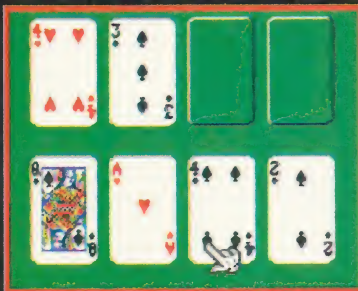
To give you a clue where to start, the first problem is passing the troll on the bridge, the key to which is Rupert the Inventor. That aside, talk to everyone, try what seems sensible and be on the lookout for that pipe!

There'll be a solution next month mates. Because we're kind.

## Demon

PD  
(All Amigas)

**D**emon is a super-addictive Patience based card game, the kind of which, Paul informs us, his mum used to play for hours to while away the time. This of course is no stamp of approval, and with offspring like that, anybody in their right mind would surely seek diversion from their parently duties.



Playing the game itself couldn't be simpler, it is just Patience after all. The rules are contained in a file on the disk itself, and since that is far better written and more succinctly put than anything we could possibly manage, why don't we just point you in the direction of a spot of icon double-clicking (thrice, no less). You will be able to access the Demon Rules section of the Help! menu by clicking the right mouse button at the top middle portion of the screen. Happy? Good. Thank you.



## PM3 Multi-Editor

Gremlin  
(Amiga 1200)

**T**here are quite a few people out there who have played the Premier Manager games to death, and this editor system could be just the thing they're looking for. This slideshow from Gremlin shows you precisely what it can do for your copy of Premier Manager 3, which incidentally you must own to make use of the full version.

Simply put, it allows you to break into the code and make any changes you damn well like. Move the entire Manchester United squad to Moss Rose, home of the fabled blues of Macclesfield Town; change the name of stadiums, teams or anything you like; alter the structure of the league and play Ipswich every week for a surefire championship medal.

Basically you can do anything you like to the game and this demo gives you a few pointers. You can watch it by clicking a mouse button whenever you want to move on from the current screen.



## Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special:

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between the hours of 9 - 12.30 and 1.30 - 5 on weekdays. Alternatively you can contact TIB by post at TIB House, 11 Edwards Street, Bradford, West Yorks.

Thank you. And again, sorry.



# PLAYER Manager 2

Player Manager 2 is a football management simulation with **ONE BIG DIFFERENCE** - you can actually test your managerial decisions where it counts - on the pitch.

## Club History



## Anco Times

### ARSENAL CRASH TO LIVERPOOL

Liverpool comfortably brushed aside Arsenal with quality performance that earned applause and left their manager K. Evans saying his team's games of the post match press conference.

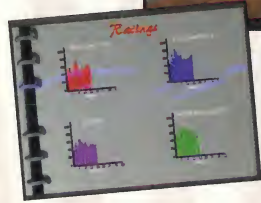
The scoring began after 24 minutes when K. Fowler headed the ball past D. Sumner, the Arsenal goalie, a goal that led K. Fowler to claim that Liverpool had Arsenal put a goal back to the 5th minute when D. Wright kicked their opponent before Arsenal's goalkeeper F. Marston.

Liverpool retained the lead with a third from I. Smith. K. McManis then led the game with Liverpool's fourth 8 minutes from time.

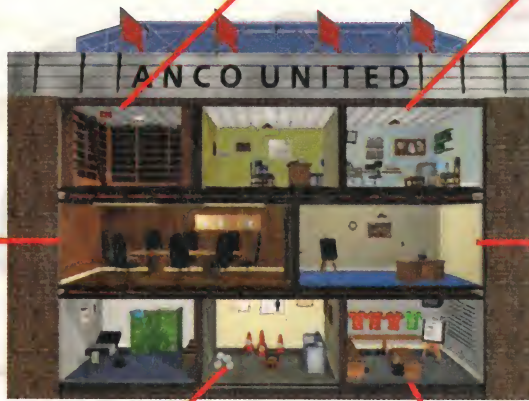
## Match Report



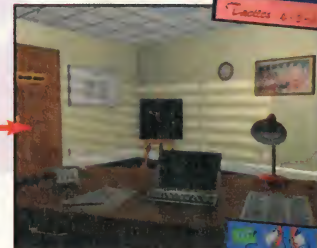
## Stadium Improvement



## Manager Ratings

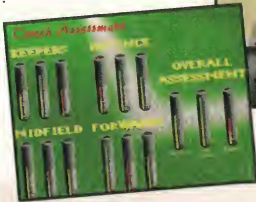


## Tactics Designer

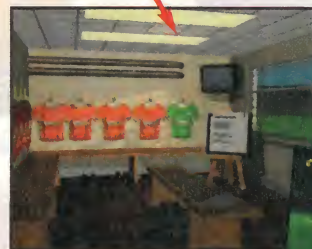


## Set Play Designer

## Coach Assessment



## Individual Player Team Talk



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For more detailed information please write to Anco, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Screenshots vary from format to format.

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# First word

Well hello readers... may I just say how fabulous you're all looking this month. It's our 70th issue - a birthday of sorts - and to celebrate our status as the longest-running and obviously best Amiga games magazine, I've taken the trouble to dress up for you in my special AA birthday suit, and don't I look a treat and a half? All throughout the issue we'll be having absolutely no

I AM  
**70**



mention at all of this milestone, and by the time you reach the final page you'll have forgotten you ever read this. But anyway, the Spring ECTS has just finished, and yes, there were some Amiga games

on show, the more notable of which are mentioned throughout this issue.

Also, everyone worth their salt has an opinion on the Commodore situation, and you can find out just what the important people think in our special feature.

Er, and we have some game reviews and stuff too.

PAUL



# Pitfall

## -The maybe adventure

Activision have revealed that a CD32 version of Pitfall - The Mayan Adventure is already halfway through development.

Pitfall first appeared on the Atari VCS around 1982, breaking new ground for platform games with its whopping 8k of code and "excellent" run and jump animation of the hero, Pitfall Harry.



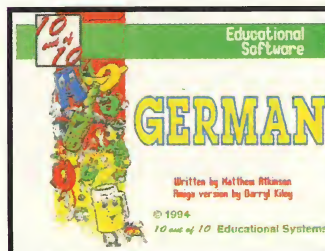
The game was updated for the consoles a few months ago and went down an absolute storm by all accounts, mainly thanks to its 11 levels of state-of-the-art graphics and excellent gameplay. Unfortunately, now that the time has come for it to make an appearance on the CD32, its feasibility is in doubt because of the Commodore... predicament.

With the game around 50% complete, Activision have taken stock of the situation, and with no new machines coming on to the market, have decided that the platform probably isn't big enough to support what would undoubtedly have been a shot in the arm for current CD32 owners. The project is therefore on hold for the time being with Activision keeping a careful eye on how CD32 availability develops.

# Parlez vous... er, German?

The Ten out of Ten series is designed to enable people to pass tests more easily. And it's not just boring old school exams either; we've seen programs like Driving Test in the past, and if there's an exam for something then you can bet that Ten Out of Ten have produced a program to help you through it.

This latest instalment is designed to help eight to 16 year-olds through their German exams via the usual technique of breaking down the syllabus into a series of entertaining visual



games which cover just about every topic within the subject. All the usual type of stuff such as words, phrases, sentences and grammar are covered, along with a variety of less traditional areas including shopping, school, the family, health and sport.

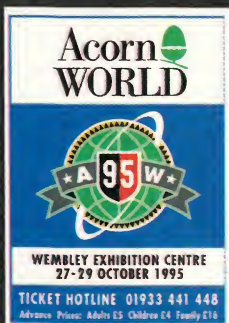
None of us can speak a word of German but we can magically tell that this would be a very handy revision tool for anyone who is preparing for an exam. Phone Ten out of Ten on 01142 780370 for more details.

### Mighty oaks, etc

After the self-proclaimed success of Acorn World '94, the Acorn World '95 show, which takes place from October 27-29 this year, is gearing up to be the biggest and best of all time. As all technology inevitably moves towards greater fiber-optic access, the Internet will naturally be high on the agenda this year, as indeed will Risc chips and their capabilities.

Seminars running throughout will include latest developments for the Acorn User Group, and with Acorn planning more events right up to the time of the show, it should be a busy time.

It all takes place at Wembley Exhibition Hall and concessionary tickets can be rather handily booked in advance by calling 01933 441446. Alternatively, if you fancy turning up on the day, you can stump up £5, £4 or £16 on the door depending on your respective status of adult, child, or indeed, family.



### 'Roo's that girl?

You may be interested to hear that Tank Girl, the uncouth Australian slapper who likes nothing more than to go through the motions of procreation with a kangaroo, is to be honoured with her very own comic book. She gets her own full

length strip each and every month, and will be joined by several

new characters in the comic - aptly titled Tank Girl - which will be available from June 16.

Spook fans will be pleased to hear that paranormal TV favourite The X-Files also gets a publication of its own, immortalising FBI agents Mulder and Scully in comically frightening form as they track down all manner of strange phenomena and various other scary stuff - like those spaceships that every man jack in Todmorden claims to have seen because none of them have proper lives. Anyway, it's available from

May 4 for a touch over a quid.



### Obsessive behaviour

Without a glimpse of Calvin Klein, Obsession is the latest in a long line of pinball games from a Swedish developer. This comes from Unique Development Sweden, yet suspiciously enough has a tiny Digital Illusions logo hidden away. Anyway, enough of these small observations; it looks darn fine and should be winging its merry way into the shops in May.

Obsession has been a much raved about ST hit in recent months, with some magazines enthusing that it's the greatest game ever on the ST. It'll soon be available for all Amigas and those with an A1200 can send for an upgrade which features a multiball facility. Another classic pinball fest in exactly the same vein as the Pinball Dreams, Illusions, Fantasies league. Time for a replay?

### DRIVING AMBITION

Rally Fans who have played US Gold's

Powerdrive to the limit may like to know that

another similar effort is on the way from Flair.

Rally Championships

should be ready soon, and will boast - it says here -

fully rendered graphics and sound samples from

actual rally cars. Also included are differing

terrains and driving

conditions, and a team

management element. No

doubt we'll have more for

you in next month's issue.

### Road to Hell

Chances are you're one of those people who is fascinated by the Internet but is scared stiff of splashing out on the kit to get on-line. Well don't worry, you're not alone; it took an awful lot of arm twisting to get our Editor, Paul, to take the plunge, and he's still being spoon-fed through the process (in fact he's still being spoon fed!).

Anyway, a new exhibition called Information Superhighway opens on April 26 and will run until September 3

at the Science Museum, Exhibition Rd, South Kensington, London, and aims to raise the awareness of the potential new audience. The most attractive feature will be Surf City, where you'll be able to "surf" the Internet yourself under the expert guidance of experienced helpers. Whether they'll allow you to smuggle out beast filth is another matter!

If you would like any further details you can give the Science Museum a ring on 0171 9388080.

VIRO COP... SENSI CUP FEVER... THE FUTURE?

## ► Renegade cop

After a quiet year on the Amiga following their work on Empire Soccer, Graftgold are back with another Commodore product that looks to us as if it could become the computer game equivalent of a massive sleeper hit.

Virocop is an almost uncategorizable game [It's a shoot'em-up - Anyone With Half a Brain], and features DAVE (Digital Armoured Virus Exterminator), a cute vacuum cleaner lookalike sent down to a strange virtual world to clear up dozens of deadly viruses which are attacking it.

Graftgold chief and C64 hero Andrew Braybrook (Uridium et al), is heading up the project, and has gone for humour and a stunning depth of graphical quality throughout the game.

Dave the Hoover-er, robot-er, Virocop is excellently animated and has a massive 3D-like world to move around in his quest to destroy the viruses with the numerous weapons he can collect. The four main levels are split into various sub-sections, and on completion there will be over 60 different enemies to overcome on your way to glory. A full review will appear here, er, soon.



## CHAOS LOOMING

The Chaos Engine 2 was up and running at the ECTS and looking every bit as good as its illustrious predecessor. Publishers Time Warner Interactive now have it slated for a September release, and the Bitmap Brothers are currently perfecting the playability of the one-player mode. Any worries about the split-screen format of the game can be forgotten because there doesn't seem to be a problem at all.



## Waggle and win with the Welsh wizards

Having reached the stage where AC Milan may as well be AC Blind Ladies With Only One Leg, where the European Cup proves less difficult to win than finding an old person in Eastbourne - in short, when Sensible Soccer has ceased to provide a challenge to your silky pixel-weaving skills - you might want to move on.

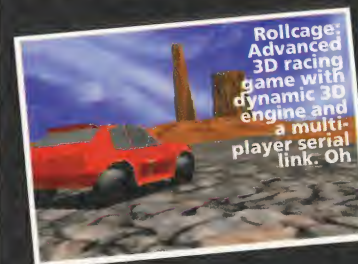
The Welsh Computer Football Cup, running during 1995 and organised in true non-profit making spirit, has been designed to provide an added challenge for anyone with an eye for Sensible Soccer.

So popular has the game proved throughout Wales that organiser and promoter Ken Coughlin is looking to branch out: "The next objective of the Computer Football Association is to set up regional contests throughout England and Scotland."

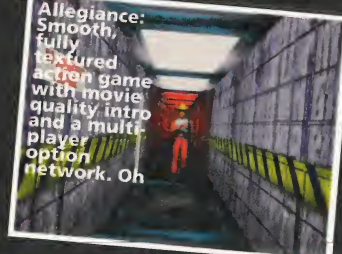
In other words he wants to organise a nationwide tournament that anyone can enter, and to do it he needs YOU; either to join in and hopefully win the thing, or to provide the necessary sponsorship by way of chucking a few joysticks and trophies in the right direction. Either way, if you want to know more, contact the organisers by phone on 01495 350837, or, if you're really posh, by fax at the same number.

## Stuff that might come out but probably won't

Krisalis and Team 17 are two of the most prolific Amiga producers still around, and both companies had some impressive products on display at the ECTS. All of the below are presently scheduled for PC releases, but maybe if you all cross your fingers and write to your MPs or something...



Rollcage: Advanced 3D racing game with dynamic 3D engine and a multi-player serial link. Oh



Allegiance: Smooth, fully textured action game with movie quality intro and a multi-player option network. Oh



Starfighter 3000: Over 100 missions of stunning 3D graphics and spectacular sounds. Good heavens



Colin the Chameleon: Educational cartoony adventure, stunningly portraying world destinations through interactive screens. Eek

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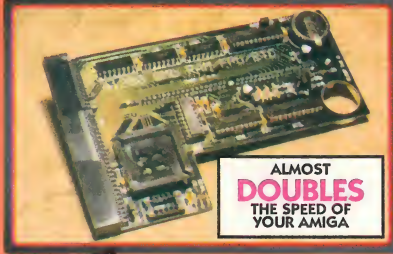
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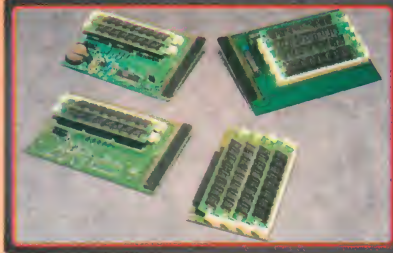
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# The End?

Hands up anyone who thinks this Commodore business is dragging on a bit. We do, and thought it was about time someone found out what is going on, what's most likely to happen and, more importantly, what we can expect to see in the future. Is this really the end for one of the oldest names in the computer market or, with a buyout and greater things just around the corner, are we simply sweating over nothing? The mood in the Amiga Action office has been pretty grim over the last six months or so, with even our usually undampenable optimism becoming seriously soggy as we listened to a procession of software houses phoning up and uttering what has become a somewhat over-used phrase, 'This will be our last Amiga product.' Then a thought struck us. Is it just us that feels like this? Maybe things are as rosey as other magazines would have us believe, and the current troubles are nothing more than a hiccup in the Amiga's destiny of dominating the gamesplaying world. We thought we should get out there and ask the people that matter and decided to grill all the key players, namely the software houses and developers, along with the gamesplayers themselves. So hopefully, by the time you've read this article, you (not to mention us) should be clearer about just what the real problem is and whether or not the Amiga is likely to have a long term future. Or unthinkably, no future at all.

# The End?

Apart from the home users, software companies are the most important factors in the success or failure of any machine. So with that in mind we set out to discover just how they feel about the farce that surrounds the Commodore buyout.



**At present, with which machines do your development priorities lie?**

We are currently developing for a number of platforms. Our next set of major releases will be on PC CD-Rom, but towards the end of the year we're releasing titles for the Sony PSX. There are also plans to develop on the Saturn, 3DO and even a few systems you may not have heard about yet.

**Has the Commodore situation affected the attitude of Gremlin Interactive towards the Amiga at all?**

Oh dear, where do we start. Well it definitely has, and at present, the release of CD32 Shadow Fighter aside, we've no plans to develop further for the Amiga platform (but things could change in the future). Basically we're faced with a number of problems due to the Commodore situation. Firstly, no new machines are being made so there are no new users. New users traditionally buy most software so that's not going to help sales.

Secondly, PCs are becoming far more affordable, and with no alternative from Commodore, many Amiga owners are now upgrading to PCs. Thirdly, the Amiga was never all that strong outside the UK but now it's practically disappeared elsewhere.

It's a bit like the law of diminishing returns. These situations can only get worse

so we can't afford to invest a year's development time in new products.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

Missing Christmas was a disaster but the Amiga brand remains strong. They'd need to have a new machine raring to go and it had better be impressive. They've got a mountain to climb, but as we said earlier, we don't have a policy of never developing for Commodore again, it's purely that at this moment in time any development for the Amiga must be seen as unviable.



**At present, with which machines do your development priorities lie?**

All new projects are being commenced with CD-Rom as the number one priority.

However, we currently have a total of three projects in development which have the Amiga as their number one target platform. These are Manchester United - The Double (reviewed in this very issue), Legends and Grand Prix Team Manager.

**Has the Commodore situation affected the attitude of Krisalis towards the Amiga at all?**

Throughout the history of computer gaming, developers have always had to guess at which will be the most popular formats at the time the product is ready to be released. Bearing this in mind, the Amiga situation would be questionable regardless of Commodore's overall financial health. What has been significant is that, as far as we're aware, there have been no new strides forward by Commodore in the area of product technology, and this will make it extremely difficult for them to compete alongside some of



## We sent STEVE McNALLY along to the Game

For someone who struggled to remember his age he was surprisingly clued up about the present Commodore situation. "I know they

went bankrupt a while ago and the last I heard they were about to be bought out by that management guy, Donald somebody or other." It's David actually, Donald Pleasance is just a touch more famous than the illustrious head of Commodore UK. And dead too as it happens.



### Ahmed Shahbaz 21

Quite worryingly Ahmed seemed unsure of his actual age when I quizzed him about it. "Er... 21 I think," was hardly the authoritative answer the question warranted, but I didn't think too much about it at the time because I was frantically trying to get the only pen I'd brought with me to emit some of its ink on to my note book. Unfortunately it was having none of it and I somewhat shamefacedly asked Ahmed if he had a pen I could borrow. He did, and we moved swiftly on.

This was looking quite promising and I was just gearing myself up for the next question when Ahmed interjected, "I must be honest, I only bought an Amiga as a temporary measure you know, a sort of stop gap on the way to getting something better. In fact I've just been looking at some PCs."

Ah right, well that sort of makes my other questions largely irrelevant then. I suppose you're not really worried about what happens to Commodore in the future?

"Not really no. I haven't got anything against Commodore though. I'd like to see them up and running again and I'm not saying that if they produced a machine that matched the PC specifications and appeared at a similar price I wouldn't buy it. I own an A1200 at the moment and feel that a lot more could have been done with it to make it more

successful. I won't hold a grudge though, if a 64-bit machine were to appear I'd have to give it serious consideration."

At this point I thanked Ahmed for his time and, professional newshound that I am, headed swiftly for someone I'd just seen lurking over by Dawn Patrol.

I felt a tap on my shoulder, "Can I have my pen back?" Ashamed I handed it back to him and went off in search of the manager to see if I could borrow another.

### Chris Wild 35

To get a balanced view of opinion from a broad range of gamers I approached a smartly dressed, business like customer and asked him if he minded answering my questions. He didn't and I started off by quizzing him about what he knew about the current situation.



the newer formats that are likely to be released towards the end of the year.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

Currently we can only guess which formats will be successful and which won't 12 to 18 months from now. The best that any developer can do is write code in such a way that it is easily portable to the next generation of consoles such as the Saturn, the Playstation and 3DO. The problem the Amiga faces is that there is no way it could handle this kind of specification.

However, there are many top quality independent programming teams dotted around the world. Companies like Kompart and Team 17 have worked very well with people such as this to publish good Amiga software, and I can see no reason why this should not continue.

Basically, as long as people are prepared to use their Amigas, there will always be enough people willing to write games and enough companies who are willing to publish the product. And that includes us.

**Has the Commodore situation affected the attitude of D.I.D. towards the Amiga at all?**

The whole Commodore affair has certainly not helped the Amiga's cause. The natural development of the Amiga system has all but stopped, while other systems have become bigger, better and faster. While there is still a large user base out there, the Amiga technology is no longer a serious proposition when we consider which major platforms to develop for. The nature of the software we produce has reached a level of sophistication that the basic Amiga just can't handle. Indeed, our last Amiga project, TFX, needed a machine with a hard disk, extra memory and an accelerator card to do the game any justice.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

If the resolution of the Commodore situation meant that there were simply more of the existing models available then we wouldn't change our view on the machine. However, if Commodore were to introduce higher spec machines that could at least match the capabilities of higher end PCs, we would definitely look at them. It's not too late for Commodore to continue with the Amiga brand, but new models are needed in order to bring the machine on a par with the PC.

published this year, including the hugely popular Sid Meier's Colonization.

**Has the Commodore situation affected the attitude of MicroProse towards the Amiga at all?**

It would be very difficult to say that we haven't been closely monitoring the Commodore situation and been slightly unnerved by the uncertainty of it all. But one of the things publishers occasionally tend to forget is the huge number of loyal Amiga users who already exist. MicroProse are still behind the Amiga and will continue to publish games on this platform until the demand for such products dissipates.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

If the situation was resolved immediately we would take a long hard look at the strength of the Amiga and the financial viability of continuing to publish products on this format, although I think we may well approach any publishing decisions with a certain degree of scepticism.

**DIGITAL IMAGE DESIGN**

**At present, with which machines do your development priorities lie?**

Digital Image Design are currently working on two major releases scheduled for the end of the year. Both games are being designed for the PC CD-Rom platform but could easily be converted to other machines with similar specifications. In addition we are developing software for the new super consoles; the Nintendo Ultra 64, Sega Saturn and Sony Playstation.

Digital Image Design have also been commissioned to create a game for an as yet unknown machine that will be released around Christmas time.

**MICRO PROSE**

**At present, with which machines do your development priorities lie?**

We are currently developing on a variety of machines, but our main areas of priority are the PC and next generation console platforms. However, we are still developing on the Amiga and have a number of releases scheduled to be

**ocean**

**At present, with which machines do your development priorities lie?**

At present we're developing for the Sony PSX, Saturn and PC, and we'll continue to produce for the Nintendo Gameboy and SNES along with the Sega Mega Drive.

**Has the Commodore situation affected the attitude of Ocean towards the Amiga at all?**

Yes it has. Everything is on hold at the moment as far as the Amiga is concerned, and we're sitting on the fence waiting to see what happens.

**Visit the store in Manchester to find out what the average Amiga owner**



Somewhat surprisingly this was quite a lot (in fact, Chris was so on the ball that he knew far more than me), although he was unaware that a special hotline number existed that he

could have called to get all the 'latest' up-to-date information.

So then Chris, are you worried about the future of both Commodore and the Amiga?

"Well obviously, owning a Commodore machine I'm concerned that if the company fails to get back on its feet, support will begin to dry up, therefore making the Amiga essentially redundant."

In that case, would you be forced to consider moving to a different machine with a sizeable lump in your throat or would you skip over to IBM with gay abandon?

"If you're asking me would I hang on forever waiting patiently for some

guardian angel to take it upon themselves to rescue the Amiga then the answer is definitely not. However, I'm not ready to pick up my ball and go home just yet. I'll stick it out in the hope that the management buyout goes through and David Pleasance and Co come along with the sparkling new 64-bit machine we keep hearing rumours about. There are limits to my patience though and I should imagine everyone is pretty fed up with the whole situation by now. I know I am."

**Andrew Smalldon 25**

I began with what was becoming my opening line by asking Andrew what he actually knew about the situation. He replied that he was a regular Amiga Format reader and proceeded to reel off virtually the full story including the management buyout, the court case in the Bahamas and the involvement of Samsung. I considered



taking his phone number at this point as I thought he might come in handy when writing future news pages, but in the end I decided against it and pressed on.

Any worries then?

"I definitely feel that this has gone on for far too long. If committed Amiga owners like me are losing confidence and considering upgrading to PCs I dread to think what the casual gamesplayer may be thinking. In answer to your question, yes I am worried, so much so that if I could afford it I would definitely upgrade to



**Action feature**

# The End?

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

If Commodore can sort their problems out and get out there with a new machine straight away then we would definitely develop for it. As far as we're concerned it's definitely not too late for the Amiga.



**At present, with which machines do your development priorities lie?**

The Sony PSX; Windows, CD-Rom and the Sega Saturn.

**Has the Commodore situation affected the attitude of Millennium towards the Amiga at all?**

The situation has sadly taken too long to be resolved. UK and international retail are backing off from Amiga product, and sales have slowed down to such an extent that it is not profitable to publish for either the Amiga or the CD32. Buyers are taking on minimum orders of even the top titles to avoid getting stuck with too many overstocks. This means that the first day orders are well below forecasts and consequently prove too costly to launch. We follow the buying trends of the retailers and if they won't take on Amiga products we won't

publish them. It's a numbers game now and with the Amiga the sums don't work.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

It is too late I'm afraid. We are working with 32-bit technology now and the development requirements of platforms such as PSX and CD-Rom mean that we would have to strip down titles to publish for the Amiga. This again is not a profitable idea. We have development kits for the popular 32-bit platforms and will be publishing titles that reflect this. The other consideration is that CD-Rom is a world wide standard offering a larger market coupled with excellent hardware and support.



**At present, with which machines do your development priorities lie?**

At the moment we're concentrating entirely on PC and Amiga software.

**Has the Commodore situation affected the attitude of Thalion towards the Amiga at all?**

Yes, it's definitely resulted in a loss of confidence on our part because throughout the buyout Commodore have failed to keep us, the developers, informed, and basically we've all been left in a state of limbo for far too long.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

Yes development would be viable, because we can see that even now, through all the hassle,

## ► has to say about the Commodore debacle. Is the general mood a

a PC. I would feel bad about it, but if push came to shove and I had the opportunity to do so I would definitely join the rats leaving what you have to say at the moment is a swiftly sinking ship."

Fair enough, we all agree the situation is bleak, but what if the buyout goes through and a new Amiga hits the shelves? Would this change your point of view?

"No. I've stuck by the Amiga so far, and if they did bring out a new machine I would probably buy it, but I would definitely think twice given IBM's now superior track record."

This is all a bit much for me. What happened to just playing games? That's what the Amiga used to be all about, but now all this talk of buyouts and sinking ships is giving me a headache. Hopefully the next interviewees will have a somewhat cheerier message.

**Alun Davies 23**  
**Darren Burgess 22**

What do you know about the Commodore situation then boys?

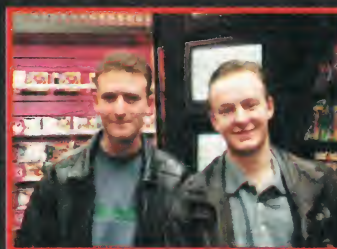
Alun: "What situation?"

Okay, not the best of starts, but never mind. Are you not aware that Commodore have gone bust and the future of the Amiga now hangs delicately in the balance?

Alun: "Oh that, I thought that had all been sorted out now."

At last, someone who knows less than me about it! I began to explain in laborious detail the finer points of what was happening, but lost heart when I was greeted by blank expressions and shuffling feet.

You're not really interested are you lads, let alone worried?



Alun: "I'm not worried no, I just listen to what he tells me (points to Darren). He knows all about computers so if he gets it wrong I'll be round to sort him out straight away!"

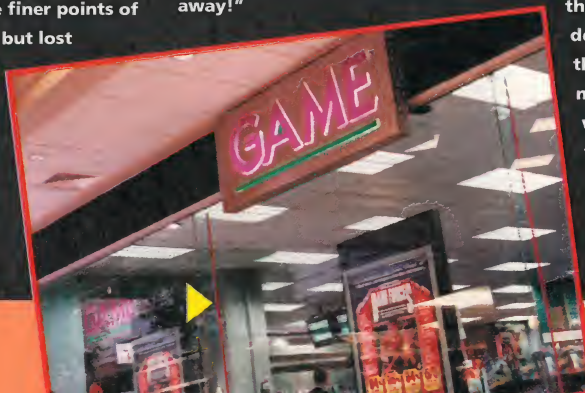
You've no plans to sell the machines then?

Darren: "No need. I'm confident Commodore will soon be back on their feet, so why should I bother? I've always been loyal to Commodore and don't really see any need to change my views now."

**Steven Booth 22**

Steven is apparently a reader of this magazine so naturally wasn't that well up on the situation due to our general lack of effort in informing the readership of the latest developments. I quickly ran through the events of the last 12 months or so and asked him if he was unnerved by any of what I'd told him.

"A bit I suppose. I only bought my Amiga six months ago though so I plan to stick with it, for the near future at least."



people are still desperate to buy the hardware. In fact, probably the worst thing Commodore could do would be to bring out a new machine. They need to concentrate on upgrading what they have, such as an A1200HD as standard and cheaper CD-Rom drives.

are becoming slimmer by the day. We can hope, but the reality of it all is not very promising.



**At present, with which machines do your development priorities lie?**

At the moment our priorities are with the PC, which is the premier arena if you have a product of sufficient quality, and the new Sega platforms, ie the Saturn and the 32X.

**Has the Commodore situation affected the attitude of Core Design towards the Amiga at all?**

A long standing Commodore problem is that there has never been any liaison between themselves and the software developers. We've always been left largely to find out for ourselves what their new machines are capable of and what we can do on them.

The current situation of their receivership and the takeover has certainly affected us. The most avid user group with any machine are those who have owned their system for less than a year, and with no new machines coming out, this group no longer exists for the Amiga.

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

It would be very easy to say it is already too late. New technology is here, and of course the programmers want to work on the latest machines, because that is where they feel they can do their best work. The fact is, there's still a massive hardcore Amiga user base, and were the situation resolved, this would grow. If this was to happen we'd have to think very carefully before abandoning the machine.



The same questions went off to Sensible Software, but we didn't receive any answers in return. A quick phone call was all that was needed to find out why.

"We got your questions but haven't answered them because we haven't really got any strong opinions on the subject. You see we don't plan to do any Amiga products in the future, except perhaps Sensible Golf."

If that one sentence doesn't perfectly sum up the apathy and general loss of confidence surrounding the Amiga at the moment, I can't think of one that would. Sensible Software made their name (not to mention a fortune) with the Amiga, so if they now consider that working with the machine is unviable, how can the Flairs and ICES of the world hope to make a profit?



Writing this feature has made one point completely clear: the Amiga does still have a future, but time is running out far more quickly than we all thought it would. Things need to change in the next few weeks rather than months if we are to be prevented from witnessing the complete disappearance of one of the most famous and popular names in home computing. It's also apparent that even if the buyout does go through, things need to move swiftly, with both existing machines and new technology appearing in double-quick time.

We'll have to wait and see if this happens, but if it doesn't, the end could really be in sight for the Amiga brand. And that's something that no-one wants to see. **A**



**At present, with which machines do your development priorities lie?**

Team 17's development priorities lie with PC/PC CD-Rom and the next generation super consoles. This year in particular will see a clear shift in direction for the company, but it must be stressed that we are still developing original games for the Amiga and CD32.

**Has the Commodore situation affected the attitude of Team 17 towards the Amiga at all?**

When Commodore hit upon troubled times we still continued to develop and devise Amiga games. After all, it is the Amiga market that has really thrust Team 17 forward into the company it is today, and for that we are grateful. There really is a feeling running through Team 17 that the Amiga has been a great machine but the current situation is something we can't help but feel sorry about. Let's face it, things aren't looking too rosey at the moment!

**If the Commodore situation was resolved tomorrow would increased development for the Amiga be viable or do you feel it is already too late?**

I think it's probably too late. We are already exploring other platforms with the intention of shifting our development emphasis in new directions. We'd like to see the Amiga continue and flourish, but the chances of this happening

## positive one or is it all doom and gloom?

What about loyalty to the Commodore brand name?

"Not yet, but then I suppose six months isn't really long enough for me to make a judgement. I haven't had any bad experiences, apart from what you've just told me of course."

There is a fair to middling chance that Commodore will soon be back on its feet, and if any of the rumours circulating at the moment are to be believed, they could have a new 64-bit super machine in the shops in a matter of months. Would you consider buying it or would the

company's previous track record put you off to any degree?

"Not really, if a new machine came out I would give it serious consideration as long as it was sensibly priced. If it turns out to be the case that they can produce a new machine then I think they should get their fingers out before they miss the boat completely."

**Karl Gerrard 29**

Karl turned out to be the most casual Amiga user I spoke to. He was aware of the general Commodore situation but wasn't that worried about the future and has absolutely no intention of abandoning the Amiga and upgrading to a PC.

If only all Amiga owners were as laidback as this one, Commodore's future would be in safe hands. However, the conclusion I reached from speaking to the rest of the



innocent and unfortunate people I managed to accost that day, Karl is very much the exception.

Amiga owners are worried and many are considering heading PC-wards sooner rather than later.

However, there is undoubtedly still a sizeable market for Amiga games, but is there anyone left committed enough to exploit it?

If you've already read the views of the software companies (above) you'll know that unfortunately the answer to that question is probably not.



# Charts



CHARTS COMPILED BY

**GALLUP**

## Full Price

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	<b>SENSIBLE WORLD OF SOCCER</b>	RENEGADE	£29.99	SPORTS SIM
2	12	<b>ON THE BALL: LEAGUE EDITION</b>	ASCON	£29.99	SPORTS SIM
3	⊕	<b>BEAU JOLLY COMPILATION</b>	VIRGIN	£34.99	ER, COMPILATION
4	2	<b>PREMIER MANAGER 3</b>	GREMLIN	£25.99	SPORTS SIM
5	5	<b>THEME PARK</b>	ELECTRONIC ARTS	£29.99	STRATEGY
6	3	<b>FIFA INTERNATIONAL SOCCER</b>	ELECTRONIC ARTS	£29.99	SPORTS SIM
7	13	<b>PGA EUROPEAN TOUR</b>	OCEAN	£25.99	SPORTS SIM
8	4	<b>CHAMPIONSHIP MANAGER ITALIA 95</b>	DOMARK	£29.99	SPORTS SIM
9	7	<b>MORTAL KOMBAT II</b>	ACCLAIM	£29.99	BEAT'EM-UP
10	★	<b>JUNGLE STRIKE</b>	OCEAN	£25.99	SHOOT'EM-UP



11	15	<b>ALL TERRAIN RACING</b>	TEAM 17	£25.99	RACING
12	⊕	<b>DEATH MASK</b>	ALTERNATIVE	£29.99	SHOOT'EM-UP
13	⊕	<b>LUCASARTS CLASSIC COLLECTION</b>	US GOLD	£29.99	COMPILATION
14	20	<b>COMBAT CLASSICS 3</b>	EMPIRE	£29.99	COMPILATION
15	10	<b>CHAMPIONSHIP MANAGER 93</b>	DOMARK	£25.99	SPORTS SIM
16	8	<b>FOOTBALL GLORY</b>	KOMPART	£25.99	SPORTS SIM
17	★	<b>TERMINATOR 2: THE ARCADE GAME</b>	VIRGIN	£29.99	SHOOT'EM-UP
18	11	<b>CANNON FODDER 2</b>	VIRGIN	£29.99	ARCADE STRATEGY
19	★	<b>CAMPAIGN</b>	EMPIRE	£29.99	STRATEGY
20	18	<b>SKIDMARKS</b>	ACID	£25.99	RACING

★ = RE-ENTRY    ⊕ = NEW ENTRY

# Action reviews ▶

**We storm into action once more to bring you an exciting cavalcade of fun composed of the latest Amiga games!**



CD32

Every game in Amiga Action is given the mark we feel it deserves.

Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon

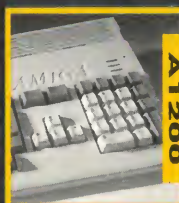


A600

in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for

is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it



A1200

doesn't we'll save ourselves the trouble and not bother. Make sense?

My, this is hard to read...



## **Manchester Utd - The Double**

P22

The third instalment in Krisalis' acclaimed series



## **Super Skidmarks**

p32

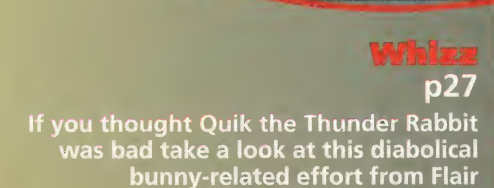
Can we resist our infantile urges and not make any weak underwear jokes? Probably not!



## **Angst**

p28

The Canadians launch a full frontal assault on the British market with a bizarre cross between Space Hulk and Dungeon Master



## **Whizz**

p27

If you thought Quik the Thunder Rabbit was bad take a look at this diabolical bunny-related effort from Flair

## **And the rest...**

**Ants** p38

**Super League**

**Manager** p39

**Soccer Superstars** p37

**Ruffian** p30





# DOUBLE

# Manchester - The Double

**Cantona and Ince behind bars seems to be United's most likely chance of a double this season. PAUL McNALLY joins the media scrum**

Shortly after you read this, the title of Krisalis' latest effort in their Manchester United series will either become extremely topical or horrendously out of date. At the time of writing United are still in the race for the double, but they could just as easily end up with nothing. After a torrid time this season both on and off the field (especially off it, well just over the advertising hoardings in fact), United are still right

Another late and harsh foul results in the referee's display of displeasure



The perspective allows you to see every tiny detail easily

Saturday, 13th August 1974

Everton (7)



Manchester United (13)



Select strip to wear.

Strip 1

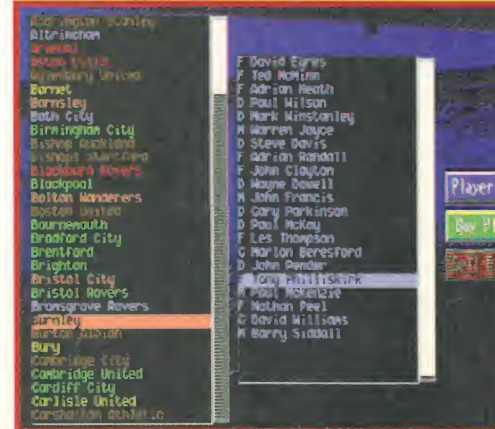
Strip 2

Strip 3

3-0 down by half time. Things aren't looking good for Fergie's boys

0 Daniel Anokachi 1  
Daniel Anokachi 10  
Everton 3:0 Manchester United

The draw for the FA Cup doesn't concern us at this stage of the season



# Utd

up there with the best of them. This licence has proved very fruitful for Krisalis and this is their fourth game based around the Red Devils. The last game – Manchester United Premier League Champions – introduced small, sensi-style players into the arena and was just about the best footy sim (apart from Sensible Soccer) to appear for some time.

## Go to jail

Seemingly everything possible had been done to make MUPLC as complete as possible, but Krisalis have popped up again with a couple of new twists in the tail.

The major criticism that could be levelled at MUPLC was that there was no transfer market, so if your team consisted of a load of ageing wobblers with two left feet, you were stuck with them for eternity. Thankfully this has now been completely sorted, and the inclusion of a

comprehensive buying and selling section means that you can play at being a puffy-eyed Scottish whinger to your heart's content.

The transfer market is a major boon to the game's longevity, but it is the new diagonal pitch perspective that will ensure The Double achieves much recognition. Krisalis have toiled for a good while to bring a FIFA Soccer-style viewpoint to the action, and in combination with the small footballer sprites, the effect is extremely pleasing. It's a little tricky to get used to at first and the players seem to be whizzing about all over the show without you really being in control, but after a while it becomes apparent that the game is as playable as all before it.

This new perspective also helps add greater depth to the gameplay. There's nothing more satisfying than belting over an inch perfect cross and seeing your new multi-million pound star striker rising majestically at the far post to nod it past the goalkeeper's despairing lunge. Twenty minutes later you'll have finished rewinding the replay for the umpteenth glorious time and you'll be ready to continue.



The pitch can be reversed on the replays, so you can get the best possible viewing angle for all your best goals and any dodgy penalty decisions. Unfortunately you aren't able to save these wonderful efforts for later viewing, and this really is a shame.

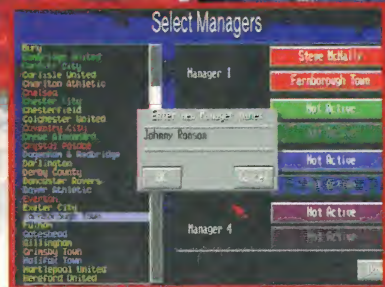
## Go directly to jail

Even though the new perspective takes some getting used to, the rest of the action area remains the same. The excellent Tacti-Grid also makes a welcome return. This is still one of the best features of any football game, allowing as it does, full control over all your players' on-field positions with the minimum of fuss. I wouldn't be surprised to see this system used in a management game of its own one day – it really is that flexible.

All the menus and options will seem familiar to players of MUPLC, but to be honest there are enough new additions to prevent anybody from feeling ripped off. The



Giggs is brought down and needs treatment now...



Up to four players can compete at any one time

The goalie pulls off a terrific save, but watch the rebound



changes all add a little something to the game and aren't simply there for aesthetic purposes.

Team data is as up-to-date as ever, and all the transfer details you could ever require are included. Cole is at United, but then you'd expect them to get that kind of deal included, and Manchester City have Gaudino. Not only that, but you can rest assured that by the time the game gets in the shops, every transfer worth its salt will be tucked away in there somewhere.

**Do not pass go**

Another major factor worth mentioning is the handy inclusion of an editing system which allows team names and player data to be altered to your heart's content. This not only enables you to keep up-to-date with the transfer market, but you can also alter individual player skills. So, if



you're getting leathered each and every week, a quick cheating visit to the Editor to bump up all your player stats could be just the boost you need. Hardly fair, but then hey, is life?

Using the Editor in conjunction with the Custom League option allows you to make up leagues full of the teams of your choice. Fancy playing a full season of the Scottish Premier Division? Simply input the data and you're away. Or how about battling it out with the beer bellies and bad attitudes in your local Sunday Pub League? That's no problem.

Sound-wise you've got all your usual chants sampled straight from Old Trafford. It's a bit strange hearing, "United! United!" when the game is between Merthyr Tydfil and Stalybridge Celtic, but never mind eh?

There are more than enough features to justify scoring The Double higher than MUPLC - in my opinion it's much more playable. It's not a SWOS beater, but with all the problems that particular game has been having with bugs and the like, Manchester United - The Double is a very healthy-looking alternative. **A**



**THE LOW-DOWN**

**PUBLISHER** Krisalis  
**CONTACT** 01709 372290  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	88%
<b>SOUND</b>	80%
<b>PLAYABILITY</b>	90%
<b>DIFFICULTY</b>	Tricky

Krisalis have really gone for it this time. They've taken the innards of an already successful game and polished it up no end. The isometric viewpoint works better than in any other game I've seen, and after a bit of practice, some really excellent goals can be knocked in. The Double has sort of sneaked up on everybody (these are the first screenshots you'll see anywhere), and the game really is as good as it looks. My only niggle is that the players take too long to get up after a bad tackle. It's not fair to compare it with Sensible Soccer because it plays completely differently, but this is the best of the Manchester United bunch so far and is extremely enjoyable and fun to play.

**REVIEWED BY CHICKEN**

**SECOND OPINION**

I've always like the Man Utd series and if you ask me they're on a par with Sensible's efforts. The game is slightly more difficult to get the hang of but not enough to detract from the enjoyment of a superb game that will suffer only because of SWOS's incredible popularity.

**REVIEWED BY STEVE**

**DIFFERENCES**

A CD32 version is due with the inclusion of some nice new digitised pictures. Other than that, this floppy feast runs on everything and supports external drives. What more do you want?

**OVERALL SCORE**

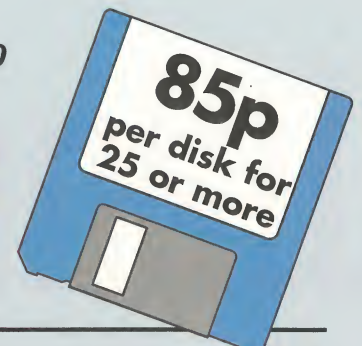
**91%**





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- B098... Database Master..... Comprehensive AMOS database
- B134... Ami Cash..... Best accounts package around
- B136... Amibase Prof..... Excellent database
- B137... 600 Business Letters..... Pre-written script for business correspondence
- B140... Text Engine..... Excellent word processor
- B152... PC Task..... Emulates IBM + PC programs
- B153... File-a-fax..... As it sounds
- B154... QED..... Beginners word processor
- B165... A-graph..... Creates bar graphs
- B175... Text plus VERSION 4..... Excellent word processor
- B178... (2 Discs) Analytic ALC..... (2 Discs) Best spreadsheet available
- B232... Cheque Book Account..... Keep tabs on your expenditure
- B237... Stock Analyst..... Analyses the share market
- B240... Little Office..... Word Processor, Database & Spreadsheet
- B242... Budgets 1.34..... Accounts Manager

## EDUCATIONAL

(N.B. This includes some games)

- E033... Education 1..... Learn German
- E162... The Bible (4 disks) (N)..... The King James Version
- E164... World Databank..... Creates maps of the world
- E180... GCSE Maths..... Syllabus taught disk
- E185... Astronomy..... Calculates positions of planets
- E193... Astronomy..... A total concept disk
- E194... Total concepts..... Learn about dinosaurs
- E234... Colour The Alphabet..... Educational spelling game
- E239... Dunks DTP..... Desktop Publishing for Kids
- E271... The Highway Code..... All you need to know
- E272... Junior Maths..... Education for Kids
- E023... Electronic Train Set (1 meg)..... Construct own train set
- E043... Learn and Play 1..... Good for the kids. Blackboard maths. etc.
- E044... Learn & Play 2..... More fun for the kids
- E079... Treasure Hunt..... Great Kids game
- E086... Wraithed One..... Good general knowledge quiz
- EG162... Storyland 2 (N)..... Create a childrens adventure
- E301... Japanese dictionary (2 disks)..... Good introductory tutorial
- E298... States of Europe..... Information on this continent. Good
- E299... Communicate..... Learn how to use sign language

## CREATIVE

- C040... Fonts Disk (4 disks)..... Thousands of fonts available
- C112... Slide Show Creator..... Create your own slideshow
- C130... Label Designer..... Various label printers
- C142... Super Fonts..... Lots of Super Fonts
- C160... Deluxe Paint Tutor..... Enhance your knowledge of this
- C184... Turbo-titler..... Sub-titles video animations
- C186... S-Movie..... Video text editor
- C189... Magnetic pages..... Create a disk magazine
- C190... Shadow demo maker..... Create your own demo
- C191... Beatrix Potter..... Clip-art program
- C198... Clip-art..... Valentines and weddings
- C206... ABC Adventure Creator (N)..... Create your own adventure games
- C230... Illinois Labels..... Label Printer
- C231... Audio Animation Studio..... Create Cartoons
- C236... Word Power..... Solve crosswords & anagrams
- C238... Font Farm..... Variations of fonts available
- C256... Print studio..... Multi purpose printer utility
- C258... Garden designer..... Create your own garden excellent graphics
- C261... X Beat..... Drum sampling & Drum machine

## MISCELLANEOUS UTILITIES

- M179... Calorie Base..... Work out your own calorie intake
- M210... Pools Pools Version 2..... Work out your winnings
- M211... Training Log..... Keeping fit
- M233... Engineers Kit..... Check your Amiga System
- M243... D-Solve..... Crossword-complete with two crosswords
- M244... Lockpic V2.0..... Uncover copy facilities
- M245... Relo Kick V1.4..... Latest D Grader for A1200
- M251... Procad Electroid..... Circuit design drawing program
- M252... Dividends Winner..... Work out winning lines
- M257... Power Copiers (N)..... Eight of the best PD copiers around
- M262... Essential Virus Killers..... Kills all the latest viruses
- M299... Tee to Green..... Excellent golf-scorer
- M310... Personality Analysis..... Type in answers to assess yourself
- M311... Cop the Lot Pro..... Updated lottery helper

## DEMOS + RAVE

- D058... Enterprise leaving dock..... Famous animation
- D075... Girls of sport..... Pretty shots of talented girls
- D148... The Run (1 meg)..... T. Richter's car-chase animation. Good
- D166... Star Trek Animations..... Anims. of USS Enterprise
- D177... Star Trek Animations..... Agatron no.17 More like above. Good
- D280... Jesus on 'E's' (2 disks) (N)..... Excellent rave music
- D282... How to skin a cat..... Amusing demo
- D287... Calendar Girls..... Slideshow
- D312... Rave Vision..... Rave music & Graphics
- D313... Techno Warrior..... More of the same
- D314... Nine Fingers (2 disks)..... Good. Sequel to State of Art
- D099... Jesus Loves Acid (N)..... Brilliant!
- M152... Rave Length..... 3 Rave Songs

## MUSIC

- M084... Pink Floyd..... The Wall remix
- M102... No Limits (2 Disks)..... Quality music compilation
- M151... Motiv-8..... More catchy tunes
- M302... Wigfield..... Saturday Night mix
- U244... Sound Tracker Samples (4 Disks)..... 100's of sounds for sampling
- U249... Sound Effects..... Different samples for music making
- U062... House Samples..... Drums & Synthesisers etc.

## ADVENTURE GAMES

- Ad005... All New Star Trek (2 drives, 2 disks) USS Enterprise classic. Best one
- Ad007... American Star Trek (2 drives, 2 disks) (N)..... Graphic adventure
- Ad014... Adventure Solutions (2 disks)..... Loads of hints of commercial games
- Ad019... Dungeon Delver (2 disks)..... Difficult adventure quest
- Ad065... Pixie Kingdom (2 disks)..... Tricky adventure game. Good
- Ad219... Space Rescue..... Guide Spaceship through Terrain
- Ad222... Neighbours Adventure..... (2 discs) Bring Paul Robinson to court
- Ad223... Wizard Wars..... Graphics Adventure
- Ad245... Iron Clads (2 disks)..... Graphic adventure
- Ad250... Atlantis..... Excellent Adventure Games
- Ad326... Wibble World Giddy..... Really good platform game

## ARCADE GAMES

- A010... Breakout..... Classic bat & ball game
- A011... Blizzard..... Horizontal shoot-'em-up. High quality
- A053... Mayhem..... Brilliant shoot-'em-up
- A110... Ladybug..... Similar to Pacman
- A157... Quadrix..... Difficult puzzle game
- A171... Top Secret..... Quality platform game
- A176... White Knight..... NEW Excellent shoot-'em up game
- A207... Flagcatcher..... Find the flags. Very addictive
- A209... Games Galore Ten (N)..... 14 excellent games
- A215... Battlements..... Hunchback game
- A225... Addams Family Quiz..... Quiz on cult TV programme
- A243... Tetren..... Excellent Tetris clone
- A247... Quiz Master..... Quiz which includes Editor
- A255... Amos Games..... 5 Games including Glassback

- A297... Fruit Salad..... Shoot the Fruit
- A306... The Funhouse..... 3 games including Enigma
- A309... Smurf Hunt..... Find the Smurf
- A327... Tetris Pro..... Tetris game with exceptional variants
- A328... Calculus Combat..... V. Good missile command type game
- A334... Crazy Sue 2..... Popular platform game
- A338... Project Buzz Bar..... Excellent asteroid type game
- A340... Depth Charge..... Submarine game
- A341... Earth Invader..... The best space invader game
- A401... Assassins 219..... Chopper Attack. Route 66. Gimme 5
- A402... Assassins 220..... Age of Rock. Commando Raid. Hearts
- A403... Assassins 218..... Bomber 2000. Black Dawn
- A404... Assassins 217..... Mangled Fenders, Maze and Cubik

## SIMULATIONS

- Sim071... Return to Earth (1 meg)..... Space adventure
- Sim102... Simulation 1 (1 meg)..... Recommended. 5 games including Metro
- Sim109... Wheel of Fortune..... TV Quiz, computerized
- Sim124... Napoleonic Warfare..... High-quality simulation
- Sim139... Battle of Britain..... Defend the nation
- Sim143... Card Shop..... Well presented card games
- Sim217... Act of War..... Excellent strategy game
- Sim218... Roulette..... Casino Classic
- Sim220... Sub Attack (N)..... Also landmine + bomber
- Sim224... Strategic Games..... 3 excellent games
- Sim302... Micro Market..... Stock exchange game
- Sim410... Island..... Excellent board-game. Build hotels & money
- Sim414... Diplomacy (N)..... Classic, similar to Risk
- Sim415... War (N)..... Top-quality 8-bit strategy

## SPORT

- Sp170... Amos Cricket..... Owzat!
- Sp208... Grand Prix Simulator..... Excellent
- Sp210... American Football Coach (N)..... Manage a team for a Season
- Sp256... Slamball..... Management game of US football. Type Sport
- Sp263... Soccer Cards..... Simplistic league-based game
- Sp299... Top Of The League..... Addictive football management game
- Sp303... Strike Ball..... Amos written baseball type game
- Sp307... 18th Hole (2 disks)..... Excellent golfing game
- Sp325... Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
- Sp337... Super League Manager 2..... Updated soccer management game
- Sp372... Road To Hell..... Well-produced racing game
- Sp373... Wrestling (2 disks, WB2.0 upwards)..... Good fun graphics
- Sp376... Unsensible Soccer..... Good football game
- Sp411... Stewards enquiry..... Horse-racing game

## A1200 ONLY

- U235... Sleepless Nights..... Compilation of A1200 utilities
- D285... Fairlight..... 29 meg of graphics on one disk
- D286... No point of sale..... Stunning French demo
- D289... State Of Art..... Famous quality demo
- D290... Raving Mad Me..... High quality music video
- D291... Lethal Exit..... Stunning demo
- D294... AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc
- D300... Technotrack II..... More rave music
- D301... Retina..... Excellent Vector film demo
- D305... Utopia..... A1200 slideshow
- D310... Nigel Mansell..... AGA slideshow
- D320... How to Fail Your Driving Test Four Times..... Very funny
- G321... AGA Klondike (3 disks)..... Excellent patience card game
- G322... Giger Tetris..... Tetris clone
- G323... U Chess..... Brilliant chess game
- G339... AGA Megaball..... Brilliant breakout game
- G372... Mad Fighter..... 2 player Street Fighter game
- G373... Kellog Land..... Platform game
- G412... Kiss the Canvas..... Quality boxing game. Many variants
- G413... Bacman..... A1200 Pacman version
- G414... Motorola Invaders (2 disks)..... Brilliant space invaders

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Also featured is a closer look at Lightwave 4, the new Scala Mpeg decoder, the latest on the excellent VLab Motion and a CD drive roundup. We put Wavemaker 2 through the AC workout and show you how to set up your own Web site on the Internet with our guide to

HTML production. For those with itchy trigger fingers, System is on-line to bring you the latest in reviews, previews and news where our reviewers don't pull any punches with the scoring.

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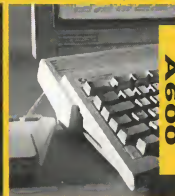
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**LIGHTWAVE PRO**

# ACTION REVIEW

## PLATFORM



Let's not beat around the bush here, Whizz is pretty poor by anybody's standards. If you're anything like me you'll probably be so taken in by the attractive graphics that you'll be prepared to give it far more of a chance than it actually deserves in the hope that it eventually gets better. It doesn't.

Allow me to quote from the press release that accompanies the game: "Whizz breaks new ground in platform based jump and run games. With stunningly clever special effects, humour and state of the art in-game features, previewers consider the game to be the revelation the industry has long awaited."

There are in that small paragraph alone, several points with which any sane person would have to take issue. Firstly, what does 'Whizz breaks new ground in platform based jump and run games' mean? What is a 'platform based jump

and run game'? Surely that is a phrase that encompasses every platform game ever released, and if that is so then this certainly doesn't break any new ground. Far from it.

Secondly, where are the stunning special effects, humour and state of the art in-game features? I can't find any. To me it just looks like a below average game with nice graphics (which certainly could never be described as either state of the art or stunning), and I never even cracked a smile once. In fact the game is so spectacularly unamusing that I can't even imagine what the writer of that particular prose had in mind when he dreamt it up. And finally, just who are these previewers who consider the game to be the revelation the industry has long awaited? I've never met one and



The start line seems to be an attempt to turn each level into a race



Picking up this block will let you open a door

# Whizz

What has Flair's latest platform extravaganza got to offer? Not a lot if you believe **STEVE McNALLY**



Big scary monsters litter the landscape

This door requires a key

to be honest I don't particularly want to if they believe that this is the kind of thing we've all been waiting for.

I could go on because the press release continues to sing the praises of Whizz with over exuberant phrases such as 'a truly superb 3D style platform game which will form the standard by which others are judged', and 'the playability, addictiveness and variety have resulted in a game that is bound to be on every gameplayer's want list', but I think you get the picture.

Just in case you're still interested, the game sees our furry friend Whizz being chased in his balloon around the mystical worlds from the South Seas Beaches to the Frozen Arctic Waste, by his adversary Ratty. After leaving his balloon, Whizz must rush around the levels collecting items that may help him to get to the end.

This sounds quite structured, but what really happens is you end up controlling a quite well drawn rabbit thing as it hurtles headlong through the level trying desperately to beat the ridiculously strict time limit without a clue as to where you're supposed to be going or what you have to do next.

Don't be fooled, Whizz looks excellent from the back of the box (we were all taken in), but if you buy it you will definitely regret the expense. It's all very reminiscent of one of the characters from Alice in Wonderland if you ask me, and if Flair had chosen to produce a game along those lines they might have come up with something people actually wanted to play rather than this shambling atrocity. **A**

## THE LOW-DOWN

**PUBLISHER** Flair  
**CONTACT** 0661 860 260  
**HD INSTALLABLE** No  
**PRICE** £25.99

<b>GRAPHICS</b>	89%
<b>SOUND</b>	80%
<b>PLAYABILITY</b>	37%
<b>DIFFICULTY</b>	Variable

Whizz is more of a wasted opportunity than a travesty, although in an office poll it was a close run thing as to which was the best description. I'm sure at one stage Flair thought they were on to a winner because visually it is quite impressive. However, it's the gameplay that really lets it down badly and destroys any credibility the game may have had. There is absolutely nothing in it that makes me want to play it again. In fact it's one of the most annoyingly infuriating games it has been my misfortune to review, and there's some stiff competition in that department I can tell you.

REVIEWED BY STEVE

OVERALL SCORE

42%

# ACTION REVIEW

## ROLE PLAYING



AMIGA 600



The map in the bottom right of your screen will show you exactly where the ladder is

# Angst

Standing somewhere between Doom and Jurassic Park, Angst is an oddity you may not want to miss. **ANDY SHARP** weighs up the pros and cons of this 3D science fiction fantasy

Imagine yourself locked into your own space hell, totally alone apart from the numerous beads of sweat which are rolling down your face in anticipation of the impending danger ahead. Armed with a reasonably poor firearm, the odds are stacked against you. It's gonna be a rough day.

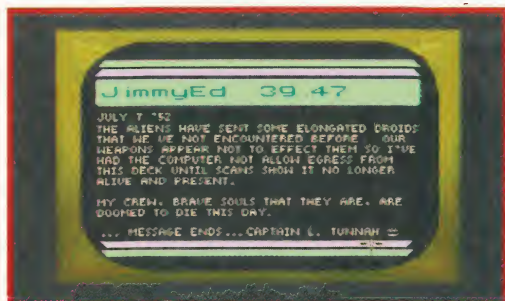
Whilst Angst isn't exactly a thrill a minute blast'em-up, the game does involve a certain amount of tension. The programming team are big fans of the Alien movies, and it's no surprise to learn that these films have a major influence on the way the game looks and feels.

The fact that there isn't too much battling with aliens to get your teeth into doesn't make Angst a poor game. It may sound a little bland, but the puzzle elements make this a much larger



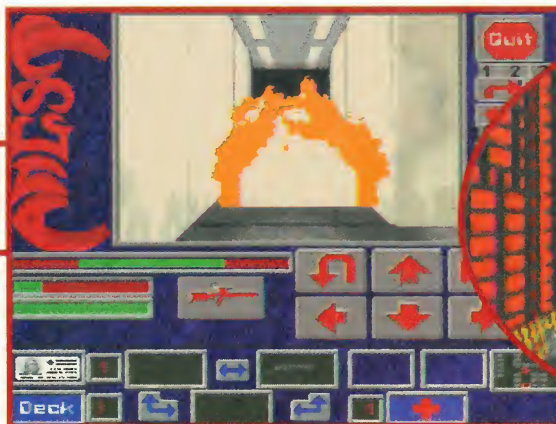
Coming to you all the way from Canada, a country not exactly renowned for its Amiga games, Angst looks to be quite an accomplishment. The game is set on board an abandoned cargo freighter, and you are charged with the task of successfully clearing each floor of the vessel from vicious nasties, searingly hot flames and a whole host of different space type things!

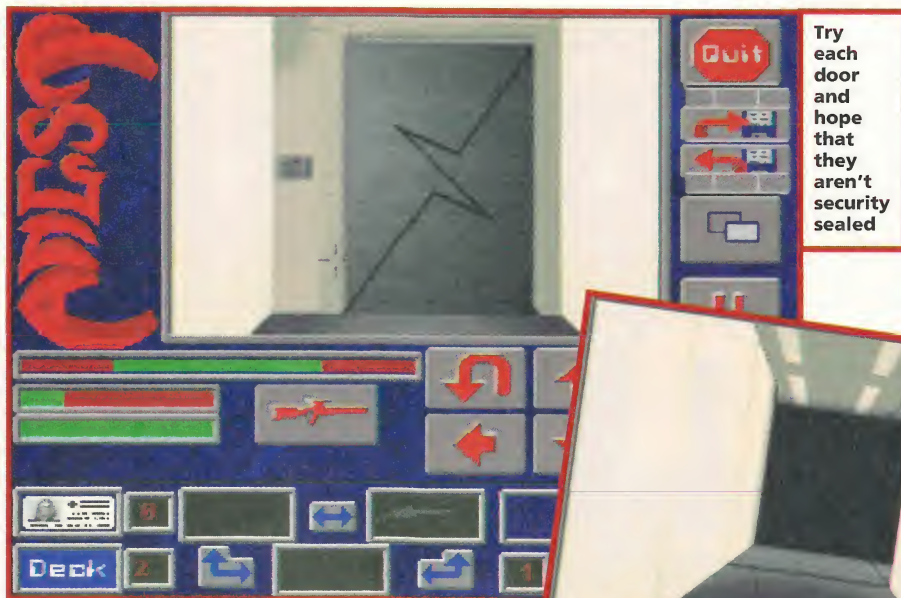
This deck is home to several slobbering aliens



These flames need dousing, but where is the switch?

A sob story from the dead captain. Boo hoo, poor love etc...





Try each door and hope that they aren't security sealed

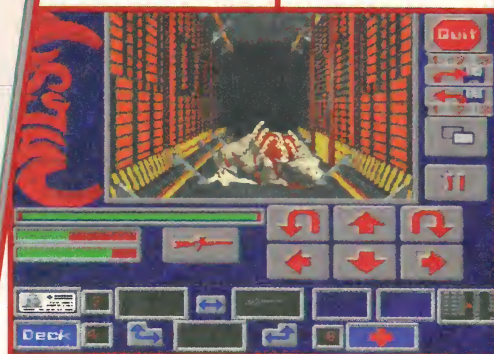


This robot thing is invincible

A rather bloody terminated alien



The aliens are pretty tough to kill with the current weapon. A laser will do nicely



challenge than it seems at first. There are plenty of interconnected corridors and rooms to explore, and if you don't have your thinking cap on you may well find yourself having to go back on yourself to locate weapons, computer terminals or access cards for doors.

Before beginning the game you can configure the game controls to your own specific requirements. You can choose to walk quickly or slowly, and switch the details and/or sound effects on or off. Note that it is best to leave the effects on, and if you put the sound through your stereo it is possible to hear exactly which direction the alien creatures or droids are coming from.

The game itself comes on about six thousand disks, so if your machine has the capabilities it is wise to install it to the hard drive. Luckily, for a game of this kind, the controls are unbelievably simple. Using either a mouse or joystick, you will be amazed at the responsiveness of the controls.

It is also possible to use the keyboard, but in my opinion it is best to stick to the mouse. The only slightly weird thing is the 180 degree turn option which allows you to spin either clockwise or anti-clockwise. Surely only one of these was needed, but then again, it does keep the control panel looking symmetrical?

As you explore each floor of the space ship you will come across a number of locked doors, some of which you will be able to open with a click of the mouse button, and others which will require a certain security card before they are willing to give up their secrets.

There are a number of computer terminals scattered about, and if you choose to access them

you will be given the opportunity to see exactly what's ahead on the current floor. These terminals also play a major part in the puzzle element of Angst. For instance, Floor Two's terminal has a fire sprinkler system switch, which will have to be switched on to combat a fiery problem on one of the later levels. A small clue.

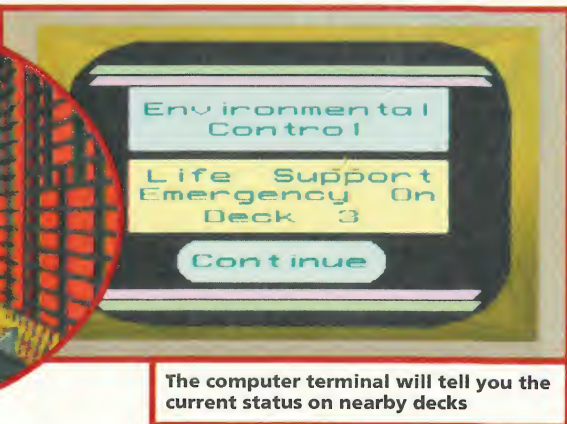
### Squelch!

Initially things don't seem to be too difficult, but as you progress the puzzles become more perplexing and some of the aliens are invincible. This is where things really begin hotting up. Fortunately there's a save game option which can be called up at any point in the proceedings, so you don't have to plough through any old ground to reach the same point again.

Although your weapon is rather pathetic to begin with, you can upgrade a couple of times until you are carrying a pretty awesome laser. The bad news? You have to find the upgrades first.

With aliens being the vicious bloodthirsty beasts that they are, it is highly likely that after some battles you will be desperately in need of some first aid. So, sure enough, there are a few handy straps and bandages lying around.

All in all Angst is a pretty fine effort. Some of the in-game animations aren't too impressive and it's certainly no action-fest, but it really does have a creepy feel to it. This positive point is further compounded by the intro animations, which look fine, and the impressive sound effects which are second to none. **A**



The computer terminal will tell you the current status on nearby decks

## THE LOW-DOWN

**PUBLISHER** Rave Software  
**CONTACT** 0101 403 245 9739  
**HD INSTALLABLE** Indeedy  
**PRICE** £24.95

<b>GRAPHICS</b>	80%
<b>SOUND</b>	92%
<b>PLAYABILITY</b>	87%
<b>DIFFICULTY</b>	Variable

Although it takes a little while to immerse yourself fully in the challenge, you can't help but feel the eerie chill throughout the ship. Sometimes it will seem like ages before you come across anything worthwhile, but it's worth it in the long run. The lack of any kind of background tune throughout the game leaves you listening out for a whole host of tiny sounds around you, and I personally think that this adds a great deal to the atmosphere. Okay, some of the monsters move way too clumsily, but its playability and overall look make this a fine effort.

REVIEWED BY ANDY

### SECOND OPINION

Angst is up against it from the off with the advent of Breed 3D just around the corner, so to be honest I didn't get too excited about it. That's not that Angst is bad, it's just not overly spectacular, and, without wishing to sound harsh, a little bit boring.

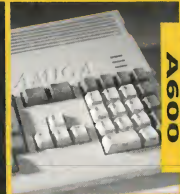
OPINION BY STEVE

### OVERALL SCORE

80%

# ACTION REVIEW

## PLATFORM



AMIGA 600



# Ruffian

Ruffian lives in a smelly, dangerous environment, so we asked **PAUL McNALLY** to pop round and check on his neighbour



Check out those piercing blue eyes on our main hero



The graphics are pretty cool to look at and the sound is all atmospheric

I wasn't overkeen on Grandslam's last release - ITS cricket - which failed to live up to its promise despite looking quite good at the blueprint stage. And, after an initial look at Ruffian a couple of months ago, I suspected the same could be true, and unfortunately that seems to be the case.

The game is unashamed platform fodder and revolves around the central character - a caveboy called Ruffian - as he traverses a number of levels trying to free his fairy chums. Sounds like one of my funny dreams actually, but enough of that.

The fairies have been trapped by some bad guy or other and you must free them from their cages. This is done in a rather peculiar manner. First of all a fairy prisoner must be located, then you have to stand beneath him and hold down the fire button. This produces a disgusting sound effect akin to snorting a mouthful of phlegm, then it's a simple case of spitting up at the cage to release the fairy! A direct hit will result in success and you will be informed of the number of pixie-folk left to be freed before you clear the level. This starts off at a respectable number, but will significantly increase before very long.

There is also the added problem of finding the little beggars. Fortunately there is a menu option that allows you to turn "helping hands" on and off. These are directional pointers that will aid you on your way and make life infinitely easier.

At this stage it's time to mention the problems. The major one for me involves the gameplay, and can be split into two sections.

Firstly, even on Normal level, you lose energy far too quickly, and to get any sort of enjoyment from the game you have to play it in Easy mode. And the other thing is that the health percentage indicator at the bottom of the screen is far too tricky to keep track of. Surely it wouldn't

Ruffian is quite cute, but he's just a bit on the boring side. Nice chap though



have been too difficult to make the sprite flash a bit when hit, just like every other game in the history of mankind! How much programming time would that have taken?

There are plenty of better platformers around but there are also some worse ones knocking about. You might not play it too often but it's not appalling. **A**

## THE LOW-DOWN

**PUBLISHER** Grandslam  
**CONTACT** 0181 680 7044  
**HD INSTALLABLE** No  
**PRICE** £24.99

<b>GRAPHICS</b>	78%
<b>SOUND</b>	85%
<b>PLAYABILITY</b>	68%
<b>DIFFICULTY</b>	Variable

Graphically the game is okay. The sound effects are good too but there's no happy platform tune playing in the background, which is a bit strange. There are too many problems for this to get a high score, perhaps the biggest of which is that it's too boring. There's plenty more annoying stuff too, like not knowing when you're taking damage - I can't keep checking the indicator while avoiding stuff. This is a big oversight. And it isn't just me, nobody else in the AA office really liked it either. Ruffian is a good try but it still misses out by quite a long way in my book.

REVIEWED BY CHICKEN

**OVERALL SCORE**

**69%**

# ACTION REVIEW

## SPORTS SIM



Italian Cup results				
1st Round				
ALESSANDRIA	NLGE	0-1	LECCE	SR/B
ANCONA	SR/B	2-0	AREZZO	NLGE
ASCOLI	SR/B	0-1	INTER MILAN	SR/B
ATALANTA	SR/B	1-0	ACIREALE	SR/B
CARRARESE	NLGE	0-2	COSENZA	SR/B
CESENA	SR/B	1-0	CHIEVO V.	SR/B
F. ANDRIA	SR/B	2-0	BOLOGNA	NLGE
LUCCHESI	SR/B	1-0	VERONA	SR/B

The first round of the Italian Cup is well and truly underway

# Championship Manager Italia '95

**PAUL McNALLY** checks out Domark's latest lire laden football related venture

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C. DE SIATO	VERONA	ACIREALE	3000
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M. FUSCO	ASCOLI	PERGUSA	2000
M. LACOSTA	PALERMO	VICENZA	3000
G. LUCCI	FIRENZA	PESCARA	2000
M. MONTI	PARMA	REGGIANA	2000
L. MINGOLETTI	PARMA	INTER MILAN	2000
D. TOMMASINI	CHIEVO V.	ANCONA	1000
A. SIBILLI	PESCARA	NAPOLI	1000
F. DE BOER	HOLLAND	VENEZIA	3000
		LAZIO	20000

There are no cheap transfers in the Italian League these days

**R**ight! Let's get one thing straight. Championship Manager is my favourite football management game by far. I'm willing to defend it to the hilt against all the other inferior offerings that are available, but I've never been completely happy with the Italian version. I'm not too keen on all that foreign football malarkey because I couldn't care less about the teams - I prefer a good Manchester City versus Coventry over AC Milan and Sampdoria any day of the week!

Naturally enough then Italia '95 doesn't ignite passions in my heart (mind you, very little does these days!). It's all been said before so I'll skim

over the fact that all the team data is correct to the start of the recent season and that all the different competition rules are correct, as are the transfer rules and all the other finicky bits of Italian footy (aside from the hooliganism and the [alleged] corruption).

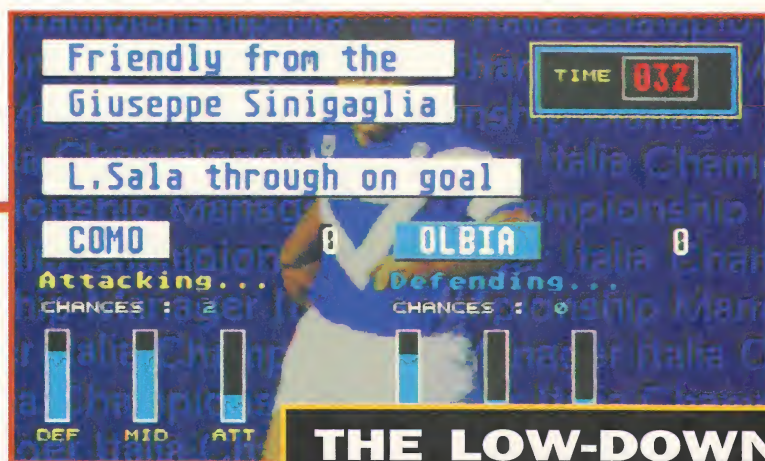
Unfortunately, the fact that I've skimmed over all these features mean that there is very little else worth a mention, which puts me in a bit of a spot really. So what should I talk about? Erm, have I told you about my uncle's eye infection? Err, did you see the football last night?

Oh, before I forget, the game comes on one disk which conveniently unpacks on to three more. Now I have to be careful what I say here because we've used a similar system for our coverdisks in the past, but I think it's a bit cheeky when you pay full price for a game and have to supply most of the stuff yourself. Ah well.

I'm not going to knock it anymore because it's a very comprehensive and excellent simulation that fans of Italian footy will love. However, a careful decision will have to be made if you already have the original Italian version, as the only advantage is updated data. As we're reliably

informed on the back of the package, "Gullit is back at Sampdoria, L alas from the USA is at Padova and Bari and Fiorentina are back in Serie A."

All handy stuff I'm sure you'll agree, and if you're bothered about that sort of thing, go and buy it immediately. Just don't expect loads of new features because there aren't any. **A**



## THE LOW-DOWN

**PUBLISHER** Domark  
**CONTACT** 0181 780 2222  
**HD INSTALLABLE** No  
**PRICE** £19.99

<b>GRAPHICS</b>	45%
<b>SOUND</b>	N/A%
<b>PLAYABILITY</b>	81%
<b>DIFFICULTY</b>	Variable

I refuse to slag off Championship Manager in any incarnation because I love it to death, but maybe Domark are beginning to stretch even my tolerance level with constant money-making data disks and updated releases. It's time for something different from Intelek. Don't get me wrong, when Championship Manager 2 comes out in a few months I'll be gasping to review it first, but for the time being these re-hashes are getting a little tiresome. Sorry, I never thought I'd be able to bring myself to say something like that. Please forgive me for I know not what I do!

REVIEWED BY CHICKEN

OVERALL SCORE

81%

The main menu hasn't changed!



Half-time Stats			
COMO		NEWCASTLE	
DEFENCE	77%	DEFENCE	77%
MIDFIELD	64%	MIDFIELD	64%
ATTACK	15%	ATTACK	23%
ATTEMPTS	2	ATTEMPTS	2
RELATIONS	23%	RELATIONS	23%

# ACTION REVIEW

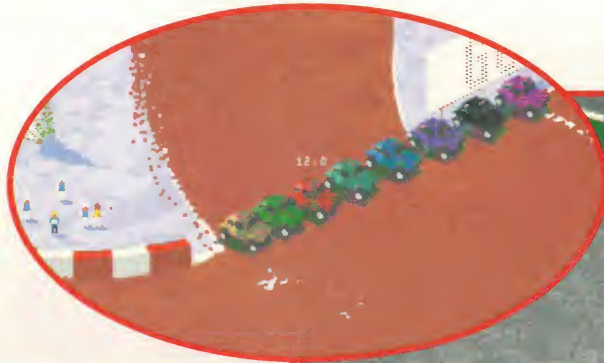
## RACING



You will have to learn exactly which racing line to take for the best results



Here's a tough track to race. The winner is the car closest to the line. And it wasn't me, alright



The Championship table in full

PLAYER	TOTAL	BEST	POINTS
1	1:05.2	0:16.4	141
2	1:10.5	0:17.2	141
3	1:11.8	0:18.2	141
4	1:15.7	0:16.9	141
5	1:11.8	0:17.2	141
6	1:14.2	0:17.5	141
7	1:13.4	0:16.2	141



The latest release from Acid Software (developed in New Zealand no less, a country famous for its rugby and love of sheep and erm, Kiwis perhaps?), will have many a brow dripping with sweat.

Let's start as we mean to go on. Super Skidmarks is impressive, damn impressive, unashamedly addictive in fact, and is a vast improvement on the rather excellent original Skidmarks. After wearing out the office copy of said original, a cry of delight could be heard from each and every corner when the sequel arrived.

Incorporating a whole new bunch of vehicles including Minis, VWs, F1 cars, and rather bizarrely, cows, there's more than enough variation to keep anybody busy for long periods of time. Forget those chores for a while and take up the challenge offered by Super Skidmarks. You won't be disappointed.

Each racing vehicle has its own individual handling characteristics and top speed. A Mini is

# Super Skid

Thankfully Acid's latest racer turns out to be much more than a reference to **ANDY SHARP'S** underwear



It's dead simple to win races when you choose the cows

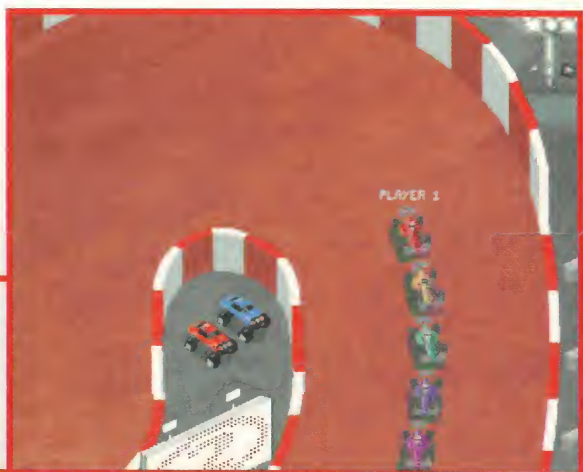






The Camaro is one of the easier vehicles to control

The Formula One cars line up for their first race



strangely quicker than a Porsche, but this adds a new dimension to exactly how you race each circuit. The speed of the vehicles varies wildly from the sluggish Porsche to the ludicrously quick Formula One cars and Cows, where just attempting to stay on the circuit is a major task.

Super Skidmarks has also kept all the cars from the original game, and from beginning to end your racing skills are tested, depending on which car you're driving. Some are a cinch to control, others nigh on impossible.

### Fast car

The additional vehicles involved (there are now eight cars in each race), haven't made this any less playable or made the cars look like formless blips in the distance. Every one is still clearly recognisable, if not an improvement on the original attempt. The only dodgy vehicles are the cows, but only because they happen to be on wheels and move as quickly as Formula One cars.

It's been quite a while since anything this instantly addictive has waltzed into the office, grabbed everybody's attention and held it for more than five minutes. Especially mine.

The original Skidmarks boasted 12 tracks whereas this new effort has 24 to charge round. Admittedly the original 12 are still here, but with each course appearing at different stages it's not a disappointment. Not only that, but just when you believe you've sussed a track, it will crop up later on, only this time you have to race it the opposite way. This can lead to some disastrous results.

Some of the new courses will test your resolve to the hilt, offering some of the most confusing and twisty circuits you will ever encounter. Only the very brave and skilled (or lucky) will breeze through these.

Each vehicle type can be driven through a Championship Season consisting of six courses to complete. You may not think that this sounds like too much of a problem, but starting at the back of



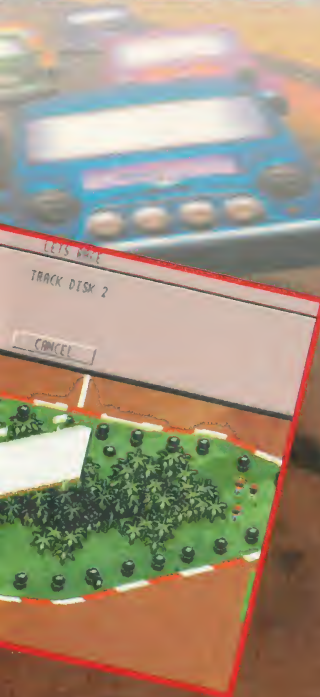
What's it all about? What IS going on? Why are there cows on the track?

the grid makes things incredibly tricky. You may still be quite confident, but after a few hectic laps racing round the narrow tracks you will find out exactly how difficult it is to progress. That is until you suss the best racing line on each course. But even then you're not guaranteed a win as the computer drivers now have improved intelligence, and will do their damndest to keep you away from the front.

You must win a race to progress to the next track (where again you must start at the back of the grid), but if you don't manage a victory at the first time of asking, there are six retries available to help you achieve your goal.

Along with all these features there are several

# Skidmarks





Here's the first track in the Beetle Battle. It's pretty simple but the opposition is of a high quality

Opposing drivers are quite at liberty to barge you aside

options to make your race easier or significantly more difficult. You may change the number of laps and cars to suit your competitive tastes, you can play a couple of friends in a three-player challenge or link your machines up for even more players, and you can even drag caravans in tow for the ultimate weekend



racing experience. There are so many different angles to Super Skidmarks it will keep you hooked for longer than is healthy.

With the caravans in tow your car is a mite trickier to control, so you will have to use a little more oversteer to get round the corners. Unfortunately this novel feature only allows for a maximum of four cars in each race, so for maximum playability and enjoyment it's best to stick to the usual setup.

There are a few basic but very effective sound effects during the race, but these only apply to the cars that the players are controlling. If you finish well ahead of the pack in a one-player game it can be a little disconcerting to watch the other cars battling it out to the finish line in pure silence, but

High walls around the corners can mean only one thing - this is going to be one hell of a quick race



On your marks, get set, GO! The cows take the challenge

this is only a minor problem. There aren't too many tunes to shout about, but between each stage there's a particularly funky number which I quite liked. Not exactly James Brown, but not bad nonetheless.

I was also reasonably impressed with the inclusion of a Pong game which you can play whilst the tracks and cars are loading. Obviously you need two players for this, but it takes away a little of the tedium while waiting for the challenge to begin.

### Massive

It has to be said that there are a few bugs in our copy of the game. Random crashing between races is an annoying problem, and a couple of times the car graphics have freaked out completely, but thankfully such events are few and far between. Normally we'd all be hurling abuse at the machine and disks, but in this case nobody seemed too bothered. It means starting at the beginning again, but it means you play more in the long run and that can only be a good thing.

What the original Skidmarks brought to the Amiga in terms of gameplay, graphics and enjoyment, Super Skidmarks improves on, effortlessly. It's a beauty.

With so much stacked in its favour this sequel shouldn't be missed. Rivalling the much praised Turbo Trax for the ultimate in car racing, Super Skidmarks just pips it at the post. A truly stunning achievement. **A**



## THE LOW-DOWN

**PUBLISHER** Acid Software

**CONTACT** 0302 890000

**HD INSTALLABLE** Indeady

**PRICE** £25.99

<b>GRAPHICS</b>	90%
<b>SOUND</b>	83%
<b>PLAYABILITY</b>	93%
<b>DIFFICULTY</b>	Very Hard

I can't say I've ever enjoyed racing games on the Amiga, but Super Skidmarks has all the elements that any self-respecting games player will love - challenge, skill, speed and a killer addictiveness. The graphics are superb, the sound isn't overbearing and there are more options than you could possibly dream of. I loved it and I guarantee you'll feel the same way. Whether having a quick race or a full season it will have you hooked almost instantly. Ignore the slight bugs and you have the most comprehensive racing game ever. Let's see more in the future.

**REVIEWED BY ANDY**

### SECOND OPINION

It has the odd bug and several annoying nuances, yet still this is the most addictive race game around by far.

**OPINION BY PAUL**

### DIFFERENCES

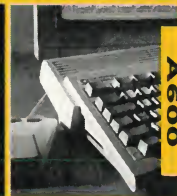
The A600 version looks as if it's crashed when loading cars and tracks but fear not, because it is only decrunching the data. The new circuits are here but you only have four cars on the circuit at once. Still, it's pretty impressive.

**OVERALL SCORE**

**92%**

# ACTION REVIEW

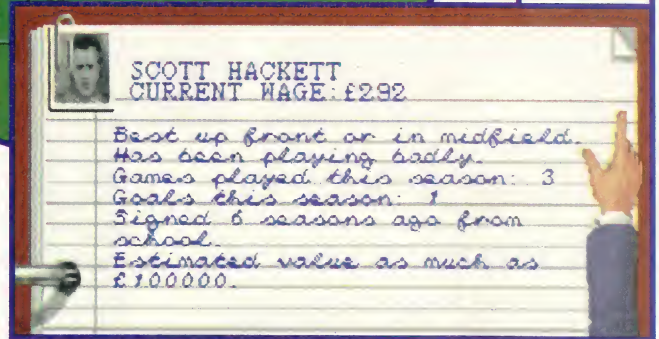
## SPORTS SIM



See your players stand still for 90 minutes



Hackett needs to pull his socks up



# Super League Manager

Imagine if you will, a football manager's desk. Next imagine a rather lacklustre squad of players, each apparently with their own individual characteristics. Now imagine picking a squad of these players. And finally, if you can really be bothered, imagine the most tedious and downright uninteresting football management game ever. You're now halfway there.

It's your first position as a football manager and it's a tough job. Starting right at the bottom of the Super League is not the most ideal situation to find yourself in, and your ultimate goal of reaching the top of Division One couldn't be further away.

On your first day at the helm of a struggling Fourth Division team named Folkford Utd, the Chairman rings with a message of good luck and puts his trust in your managerial abilities. A rather foolish man obviously, as you will last maybe three games before switching this atrocity off.

If Super League Manager is loaded in conjunction with Emlyn Hughes Soccer on the A500 or A600 you will be able to control the on-field antics of your motley collection of players, provided that is that your team features in the Match Of The Day.

Unfortunately this dubious televisual honour is only granted to your club once in every five games, so for the majority of the time you are forced to sit back and wince as your chosen charges go down to yet another spineless defeat.



This is as interesting a shot as you are likely to see!

## Fake tan, big jewellery, leather trench coat. **ANDY SHARP** has all the qualities to become a Super League Manager

If you don't own a copy of Emlyn Hughes fear not, for you need only send the card enclosed with the game back to Audiogenic, and voila, one copy of Emlyn Hughes will immediately be despatched. A1200 owners can load up Wembley International Soccer for the same effect, but unfortunately you will have to buy this if you don't own a copy already. Bargain.

### Vote of confidence

There's a minimum of player stats so when your Chairman calls mid-week and asks why your players are performing so badly, you will have no answer as you really can't see the problem. Either that or you simply won't care.

To say that Super League Manager is tricky would be a gross understatement. I actually forced myself to sit through eight games from the start of the season, and the only game I won was the one where I was allowed to control my team in the Match of the Day. It's hardly worth bothering watching the other teams play when they are chosen for the 'big game', because let's face it, your club is the only one that matters. I found it more fun actually watering the plants on my desk (in the game that is, I haven't got any at work), than spending my time trying to sort out everybody's training program and getting the club out of severe financial difficulties.

Some people may say that this is what football management is all about, I on the other hand would say that Folkford Utd are beyond help. After playing for quite some time I still couldn't manage to get

enough credit to buy a packet of Polos. If, like me, you are the sort of person who enjoys a good football management game, stick with Championship Manager '94, you'll be much better off. **A**

## THE LOW-DOWN

**PUBLISHER** Audiogenic

**CONTACT** 0181 861 1166

**HD INSTALLABLE** No

**PRICE** £30

<b>GRAPHICS</b>	41%
<b>SOUND</b>	35%
<b>PLAYABILITY</b>	20%
<b>DIFFICULTY</b>	Very Hard

No, no, no, and no! Don't even think about it, it's not worth it. The quite splendid Wembley International Soccer has been dragged into the gutter and shouldn't have had its good name soiled by being attached to this in any way, shape or form.

**REVIEWED BY** ANDY

**OVERALL SCORE**

# 34%

# ACTION REVIEW

## STRATEGY

# Ants

**PAUL McNALLY** is always scratching himself. We think it's scabies, he says it's Ants

Imagine being bored to tears. Imagine going through something so tedious you can't possibly stay awake for another two minutes. That's enough about test match cricket, but falling just short of the same effect is *Ants*. What starts off as a good idea steadily teeters on the brink of disaster before plunging headlong into a pool of turgid filth.

*Ants* has had a procession of people here playing it, but don't take this as a good thing because all came away wondering what on Earth they had just been doing. You see *Ants* is a very strange little game that involves little or no action whatsoever.

You basically control up to 100 pixels (or ants) and you must move them across the landscape to kill the enemy (which doesn't move). Destroying this foe involves getting rid of every pixel of maybe a snake-like object or some kind of cow's head by guiding your army of insects on to it. Each pixel-sized ant removes an equivalently sized portion of the enemy, but the twist is that there aren't usually enough of the six-legged beasts to get rid of the whole thing (exciting twist eh?). So, how can this problem be overcome? Well, there are a number of static food icons scattered around which tend to act as some sort of aphrodisiac, as the randy little buggers will multiply before your very eyes upon contact with the stuff.

Ants are selected by right clicking your mouse cursor over them and you can instruct them where to go by placing the cursor at the desired destination and left clicking. And well, that's it for

gameplay folks. The cursor is pretty big so a lot of ants can be collected in one swoop, but if you get too many of them under your control they'll all attack the same specific part of the enemy and cock everything up for you.

Running out of ants is an annoying and common occurrence and unfortunately means that you have to go through the whole tedious mouse clicking process again. Sure there are obstacles on the screen which have to be avoided, but I've played more enjoyable fractal slideshows.

Another bitch of a problem is that if you fail to complete a level you have to make sure all the ants are dead before you can quit and try again (yeah right!). So, if just one pixel-sized ant has strayed from the straight and narrow and wandered off somewhere, you have to stick your face against the screen and hunt for tiny pixel movements to locate it. Pressing Escape would have been preferable!

One slight saving grace is the sound which is quite nice and includes lots of munching sounds and the little ants crying out things like, "I don't want to die," in high-pitched voices. Nothing too original with Lemmings pioneering this kind of thing and Team 17's forthcoming *Worms* also being packed with it, but nice all the same. **A**

Ooh the levels vary don't they?

As you can see, in-game graphics are second to none. Stunning eh?

Rendered ants crop up here and there to liven things up no end. Quite nice isn't it?

## THE LOW-DOWN

**PUBLISHER** Kellion  
**CONTACT** 0181 809 4744  
**HD INSTALLABLE** No  
**PRICE** £TBA

<b>GRAPHICS</b>	12%
<b>SOUND</b>	49%
<b>PLAYABILITY</b>	8%
<b>DIFFICULTY</b>	Very Hard

I've never played anything like this before and hopefully I'll never have to again. I've been writing game reviews for nearly five years now (God help me), and this has to be the most bland, boring todge I've ever seen. Harsh? Not really. At two pounds this would get a slugging in the PD section, because that's what it amounts to when it comes down to it. Sorry lads but there's no justification for releasing this as anything other than a coverdisk demo. (Reviewer walks away shaking his head sorrowfully at having to give a mark like this). What else can I say?

REVIEWED BY CHICKEN

**OVERALL SCORE**  
**18%**

## ACTION REVIEW SPORTS SIM



Ooh it's the best football game in the world. You'd better believe it

# Soccer Superstars

Soccer Superstars is the latest football offering from Flair. **PAUL McNALLY** isn't so sure of its superstar status



To describe Soccer Superstars as the best football game I've ever seen would be committing one of the most heinous crimes of the century. To describe it as absolute todge would be nearer the mark, but still not accurate. In fact, if I were to attempt to convey my true feelings towards this game within these hallowed pages, Amiga Action would be taken from the shelves by the vice squad and I would be charged with obscene behaviour (again, ahem).

Before I go on, I'd better mention the rather unusual packaging that encases the game. It comes with a free football, which is a very nice touch – although ours smelled suspiciously of petrol! – and to accommodate said ball, which is already pumped up to full size, the whole package consists of a rather large, square, football-holding

box, with the disks and manual tucked in somewhere down the sides. I'm not sure how this little arrangement will fit on the shelves of most computer shops, but hey, that's not my problem.

Novelty aside, I looked at the screenshots on the box and it looked impressive, probably more so than Wembley International Soccer or Kick Off 3. However, I soon stopped judging the book by the cover. Immediately after loading it's still all very nice, with well-presented menu screens and 'fully rendered team strips' whatever they may be. Just shooting off at a tangent for a sec, buzz-word fans may have noticed that the word 'rendered' seems to have increased in popularity recently, especially when used in conjunction with sentences involving the words 'Amiga' and 'games'.

Having selected the teams, I waited for the match to load. Always on the lookout for a decent new footy game I was aghast when it all appeared before my eyes.

To start with, the screen isn't even full size. There appears to be an option on the PC allowing you to change this, but with the Amiga you're stuck with a window about the size of Adolf Hitler's conscience. This really is ridiculous these days. If it was an

ST version then maybe, but this is an A1200.

And there are plenty of other problems too, including chunky, unrealistic players, weird ball movement and rubbish goals. I needn't go on, because if you're still tempted to buy it then you deserve everything you get.

Dear oh dear. **A**



It's a goal! It's hardly surprising because the goalies are so bad



## THE LOW-DOWN

**PUBLISHER** Flair  
**CONTACT** 0661 860 260  
**HD INSTALLABLE** No  
**PRICE** £29.99

<b>GRAPHICS</b>	40%
<b>SOUND</b>	60%
<b>PLAYABILITY</b>	38%
<b>DIFFICULTY</b>	Variable

Read the review. Absolute filth and so say all of us. I'd rather play MicroProse Soccer on a broken Spectrum. It's fast to play but so what? Oh, the free football is quite a nice idea and will see more use than the game, but then I bet Flair knew that before bothering to release this. Soccer Superstars isn't just rubbish, it's low quality rubbish at that. If Flair are hoping to pick up sales on the back of the likes of SWOS then they should be well disappointed. It's a shame, but it appears that some companies are prepared to simply milk the Amiga for all it has left in it. Stop it immediately!

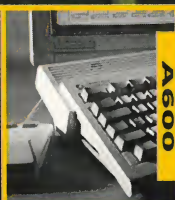
REVIEWED BY CHICKEN

**OVERALL SCORE**

# 26%

# ACTION REVIEW

## BEAT 'EM - UP



# Sword of Honour



**STEVE McNALLY** was excited to learn that the company responsible for Doofus have returned to the Amiga

and boring to play. The sad thing is that the best examples of this genre all came and went around three years ago, and to say that this doesn't even come close to matching let alone bettering them almost half a decade on is a fairly damning indictment.

To its credit, *Sword of Honour* does get a little more interesting later on. The collection of weapons such as chains and swords adds some new moves, but there just isn't enough in the game to keep you interested.

If I'd gone out and bought this, sorry, sent off for this and paid twenty quid for it into the bargain, I would be very disappointed.

To be honest I can't see anything here that should cause the mailing out department of Megatronix (the game's UK distributor), to get worried about. I mean, I can hardly imagine their backs will be breaking through overwork as far as *Sword of Honour* is concerned.

The price seems reasonable; when you think about it, £19.99 is actually quite cheap, but anyone who's been into a computer shop recently will have encountered the wild price slashing that's taking place right across the board. Put *Sword of Honour* at £19.99 up against *Sensible World of Soccer* (which most shops are offering for around £17.99), and draw your own conclusions.

*Sword of Honour* is available via mail order only. Send a cheque or postal order for £19.99 made payable to Megatronix Software to the address below and they'll sort you out.  
MEGATRONIX SOFTWARE, 12 TILED HOUSE LANE,  
BRIERLEY HILL, WEST MIDLANDS, DY5 4LG.

The warriors square up for a game of slapsies



The excitement mounts as I stand alone in a room



When I read, "*Sword of Honour* is available by mail order only," my heart sank. If they can't get it in the shops it must be bad, I thought, and unfortunately I turned out to be right. Even before I had a chance to see the game in action it was dealt yet another crushing blow. A German company named Prestige Softwareentwicklung GmbH were behind it, and although the name stirred some distant memory I couldn't quite put my finger on why. Then it all came back to me; about a year ago they were responsible for one of the most farcical Amiga games ever, *Doofus*.

Still, I was willing to let bygones be bygones; after all, everyone deserves a second chance. Unfortunately, as it turns out, Prestige haven't done themselves any favours with this either, and any marks it does score are gained chiefly because there hasn't been much like this recently on our machine.

It's one of those walk along beat'em-ups where every new screen has a new foe for you to tackle with your limited array of moves. Closest comparisons (although this is by no means a reflection of quality), are the Sega Shinobi games, System 3's *Last Ninja* series, and very loosely, *Streets of Rage* on the Mega Drive.

The game is flick screen and features 56 different locations, but I doubt whether anybody but the programmers and their families will get to see much in the way of double figures because it's all very tiresome

Terrifying enemies are plentiful in this thrill a decade beat'em-up. Ooh I hope there's a sequel in the offing. I really do!

## THE LOW-DOWN

**PUBLISHER** Megatronix Software

**CONTACT** 01384 77172

**HD INSTALLABLE** No

**PRICE** £19.99 (Mail Order Only)

<b>GRAPHICS</b>	63%
<b>SOUND</b>	55%
<b>PLAYABILITY</b>	40%
<b>DIFFICULTY</b>	Variable

Now that the bigger software houses are out of the way as far as the Amiga is concerned, smaller companies are seizing the opportunity to release sub-standard efforts that a year ago would never have seen the light of day. These people seem to be hoping that Amiga owners will be so desperate for a new game that they'll buy anything. However, this can only be a short term strategy, as I can't imagine many people will be prepared to put up with this level of quality for very long. And by the way, A1200 owners may be pleased to know that *Sword of Honour* won't work on their machine.

REVIEWED BY STEVE

OVERALL SCORE

# 49%



CompetitionCompetitionComp

# CHEWITS

**WIN A CD32** and more fizz-related stuff than you can shake a stick at, courtesy of **FIZZY CHEWITS!** Over 60 prizes to be won!

There was a time long ago when Chewits were, well, just plain old Chewits. Tasty they were too, but the closest they came to a fizz involved simultaneous consumption with an out of date yoghurt. Not any more though, no sirree! These apple, lemon & lime and cola flavoured delights have undergone something of a transformation and come to you today not as Chewits, but as super-tasty, mind bending... FIZZY CHEWITS! With fizz in them, and everything.

So pleased are the makers of these fizztacular delicacies with their new found state of effervescence that some sort of prize-giving celebration is in order.

Fizzy Chewits are currently to be seen as special guest stars in the Alternative Software game, Tracksuit Manager 2. And, for a limited time only, an on-pack offer gives you the chance to win a trip to cyber theme park Virtual World in San Francisco. PLUS, through us, you can win a CD32 and various Fizzy Chewit-related paraphernalia.

So here's the thing. Answer the questions correctly and the first prize of a CD32/Fizzy Chewits bundle (contains sports bag, watch, baseball cap, Fizzy Chewits, mousemat and Tracksuit Manager 2 game) could be yours. Failing that, two runners-up each receive the Fizzy Chewits bundle, and after that a further 60 runners-up each win a Fizzy Chewits mousemat. It's a prize-fest! Don't delay and these fizzorific treats could be yours.



WinWinWinWinWinWinWinWinWin





If you'd like to see your name in print, simply spend a couple of minutes summing up your favourite Amiga game and send your thoughts in to us

## SHADOW FIGHTER

Gremlin

Reader Reviewer Andrew Biggin, Clowne

AA RATED IT  
**90%**

Mortal Kombat – HA! Streetfighter II – PAH! Shadow Fighter is the best beat'em-up on the Amiga. Sixteen characters, tons of special moves and even a novel training dummy for the practice mode. Forget the rest and go out and buy Shadow Fighter today.

Graphics 79%  
Sound 89%  
Overall 91%

Summary Shadow fighter rules.



## VALHALLA: BEFORE THE WAR

Vulcan Software

Reader Reviewer Mike Gleeson, Exmouth

What can I say? This is simply the best, even better than the original Valhalla. The puzzles are more logical and there aren't any "hidden" floor tiles to fall down. On the rare occasions when the puzzles didn't appear to follow logic, the Vulcan helpline was wonderful (and the puzzles were logical after all).

Graphics 95%  
Sound 90%  
Overall 96%

Summary If you want a challenging adventure, buy this – you won't regret it.

AA RATED IT  
**94%**



## THEME PARK

Electronic Arts

Reader Reviewer Thomas Dawkins, Stroud

It's an understatement to say that this is the best game ever on any format. It's original, funny and great to play, with all the innovations you could possibly think of and more besides. It looks great and sounds good too. All strategy fans need this game.

Graphics 92%  
Sound 85%  
Overall 98%

AA RATED IT  
**92%**

Summary Buy it.



## THE LION KING

Virgin

Reader Reviewer Colin Murphy, Hull

One of the greatest platformers of all time from one of the greatest Disney films of all time. Unfortunately this is so hard that it takes weeks to get anywhere! The graphics are absolutely superb and the sound is the best I have heard in ages.

Graphics 96%  
Sound 94%  
Overall 88%

AA RATED IT  
**93%**

Summary Pointlessly hard but still a must for all platform lovers.



## DEATH MASK

Alternative Software

Reader Reviewer Uwe Hare, Munich

A very decent attempt at what everyone must have hoped would be tremendous two-player fun. The action takes place Lord only knows where, but the fun comes thick and fast as you dodge your way to glory! Two players can enjoy shooting each other to pieces although the graphics at this stage are not perhaps what we might desire. Absorbing and good all round gameplay.

Graphics 80%  
Sound 82%  
Overall 83%

Summary Oops, old Uwe appears to have forgotten one readers!



AA  
RATED IT  
54%

## GUARDIAN

Acid Software

Reader Reviewer Dave Carvell, Wilmslow

Take Defender, turn it around so that you're sitting in the cockpit and add 256 brilliant colours. Spice up the gameplay with extra ships and supersonic speed, mix it all in with loads of well thought out, difficult missions, and you've got Guardian, probably the best shoot'em-up ever on the CD32. Once you've come to terms with the control, nothing can stop you from hammering through loads of levels of frantic action that you never want to end.

Graphics 85%  
Sound 87%  
Overall 90%

Summary Easy to pick up, difficult to put down!



AA  
RATED IT  
90%

## WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Reader Reviewer David Fincher, Nottingham

It might not have the flashy graphics of FIFA or the nice touches of Sensible Soccer, but Wembley International Soccer has to be the most realistic football game around. What other game allows you to run down the wing and plant a cross on your striker's head, or plot your course of action from a free kick? None, or at least none do it as well as this. The crowd noise could have been a bit better, but apart from this slight gripe WIS is spot on.

Graphics 80%  
Sound 82%  
Overall 89%

Summary A very comprehensive football game.



AA  
RATED IT  
89%

## BENEATH A STEEL SKY

Virgin

Reader Reviewer Dan Wardle, Preston

At last, a CD32 adventure that rivals Simon the Sorcerer. Beneath A Steel Sky owes a lot to its plot, which is great, and unlike most actually sets a decent atmosphere for the game. You have to learn most of what you need as you go along, and it isn't easy because the puzzles have been brilliantly thought out to foil you. This makes it all the more satisfying when you achieve some success. The speech is brilliant at first but does get too much after a while, though there is the option to turn it off. Definitely worth investing your time and money in.

Graphics 85%  
Sound 90%  
Overall 90%

Summary Almost knocks Simon the Sorcerer off his perch.



AA  
RATED IT  
92%

## DEATH MASK

Alternative Software

Reader Reviewer Simon Merrick, Hunstanton

I suppose I've only got myself to blame, because after looking at the screenshots the game seemed like an attractive proposition. No! The movement is so clumsy it makes decent enjoyable play almost impossible. No! The characters sometimes disappear for no reason. No! It's an all out unmitig... unmitig... it's an all out disaster and one that someone should be shot for. Awful.

Graphics 79%  
Sound 70%  
Overall 30%

Summary Let's just say it isn't the best game you'll ever play.



AA  
RATED IT  
54%

# HELP!

## Compilation

**Publisher** Accolade

**Price** £39.99

The first thing to mention is that this rare foray into the Amiga market from Accolade is all in the aid of charity, so bear this in mind before making your purchasing decision. You see, the more people who buy this sextuple treatette, the more are helped out. Good eh?

**Road Rash**, despite not quite measuring up to its console counterparts, is still a good bike racer with an original twist. You are the new kid in a group of Rashers – rogue bikers who meet every year to battle it out almost to the death over a series of no-holds-barred races. You start with a crappy bike and can kick and punch other riders off their iron steeds as you hurtle towards the finish. A decent place will enable you to make some money and get a better bike. So, away you go, win races, get money, get bikes, win races, avoid cars and the police, and win the championship. Good, if slightly limited fun.

Next up is **Cool Spot**, Virgin's er, lemonade advertising gimmick conversion. Cool is possibly the most complete platform game hero of all time; he wears shades, he snaps his fingers, he plays with his yo-yo and he has the most laidback walk ever seen on a computer screen. Okay, so the central character is superb, but the game itself is a little disappointing. The animation is excellent and the gameplay is more than adequate, but some of the backgrounds are a little ropery and there's just that special something missing that I can't quite put my finger on. It's not a classic but it's a worthy addition to this compilation.

**Humans** had most of the AA office transfixed when it first arrived. It offered something different to the tried and trusted Lemmings theme of the time, and to this day it remains good fun to play. You begin with a basic tribe of a few... well,



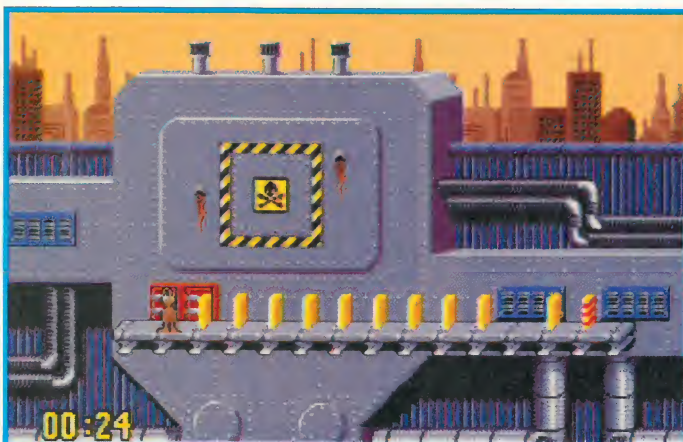
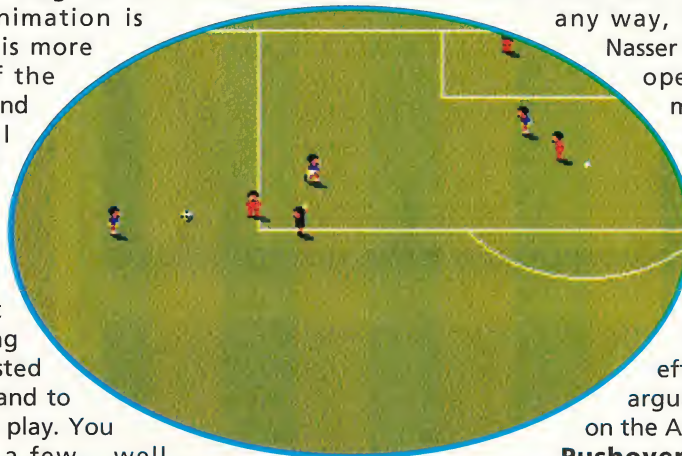
humans, and the simple idea is to evolve by discovering things such as the wheel, fire – you know, all the things that those really clever people invented thousands of years ago. Doing this isn't easy, and there are any number of pitfalls along the way to stop you getting on to those all important ledges, mounting that pterodactyl, etc. Extra humans can be picked up along the way if you're skilful enough to rescue them, and the whole thing depends on using your humans as a team. A slightly laborious control method, but on the whole a very good game indeed.

What can be said about **Desert Strike** that hasn't already been said? Not a great deal if truth be known, so here's a rehash of some old stuff that's been said before. The pilot of a helicopter gunship, you are faced with a number of missions designed to bring about the downfall of a Middle Eastern madman who is not meant in

any way, shape or form to represent Nasser Hussein, Iraqi leader and Essex opening batsman – oh no. Each mission is divided into smaller sub-missions, and with your seemingly unlimited chain gun and your hellfire and hydra missiles, you have to destroy, rescue, collect, avoid and cover yourself in glory. All the graphics are excellently represented, and the sound effects are superb too, in what is arguably still the best shoot'em-up on the Amiga.

**Pushover** is one of the few computer games that I have ever completed. Perhaps this means that it is too easy, but I doubt it, because as puzzle games go, some of the levels are among the most intriguing I've come across in a game of this type. Briefly, and with no attempt at explanation of the whys and wherefores of how it all came about, you play an ant who has to search out lost packets of Quavers. He does this by moving some dominos around so that when he pushes one they all fall over in sequence. Bizarre? Yes. Enjoyable? Most definitely. And if there was an award for the weakest tie-in of all time, this would win hands down. As puzzle games go, this has to be my favourite.

And then there's **Sensible Soccer** too.



**Reviewed by**  
Steve

**SCORE** 90%

# JURASSIC PARK

**Publisher** Hit Squad  
**Price** £14.99

This is the game of the film that nobody thought could be produced – the game that is, not the film. But, as it happens, Ocean managed quite admirably in the programming department and good old Jurassic Park went down a treat.

It's split into two sections, the first of which is an open air runaround where you (that dinosaur expert bloke from out of the film), have to complete a number of tasks whilst all the time taking care to avoid the nasty – and excellently drawn and animated – beasts that would only be too happy to put you on a plate with a few chips. Various aids such as weapons are scattered around, and some are necessary if the puzzles are to be solved.

The indoor section takes the form of a smoothly scrolling maze of atmospheric corridors where there is the possibility of a dinosaur lurking around every corner. Unfortunately this section sees more possibilities than dinosaurs and is a wee bit dull as a result, but thankfully nowhere near dull enough to tarnish what is a big and fun game to play.



**Reviewed by**  
Paul

**SCORE** 84%



# BRUTAL FOOTBALL

**Publisher** Kixx  
**Price** £9.99

The first in a series of 'Brutal' games that sadly only ever totalled two. BF is American Football gone mad, with a dozen or so savagely futuristic teams battling for supremacy in the formidable Brutal League.

You control a team of six or so warriors, who know in their heart of hearts that they're going to get a leathering when the game begins. And indeed they do, because despite purporting to be a sports simulation, the game is little more than a litany of tasteless death jokes on a field with white markings.

In order to get the ball into your opponents zone, you'll need to employ a number of nasty tricks. But we're not just talking head-high tackles here, we're talking about mercilessly blowing your opponents up, freezing them in blocks of ice, and plain old decapitating them with a dirty big sword.

Unfortunately the gameplay doesn't match up to the original brutality, and at times it is extremely difficult to see exactly what's going on. This tends to bring about the temptation to sack the game and just go ahead with a hideous mauling.

**Reviewed by**  
Paul

**SCORE** 78%

# WILD CUP SOCCER

**Publisher** Kixx  
**Price** £9.99

Millennium's Wild Cup Soccer was originally released during the World Cup to cash in on the alternative side of the footy fever that was generated. Launched as part of the same series as Brutal Football, the emphasis is again on the violence as opposed to the sport itself.

The game is played by all manner of strange mutant thingies so you need have no nightmares about separating some of them from their heads on the way to scoring a fabulous victory.

Wild Cup Soccer is great fun for a short while, but once the novelty wears off, return visits will become few and far between. Graphically the game is good but suffers from the same problems as BF in that it can be tricky to follow the ball at times because things tend to get a bit cluttered.



**Reviewed by**  
Chicken

**SCORE** 78%

Budget Releases

# FIELDS OF GLORY

**Publisher** Power Plus  
**Price** £17.99

MicroProse's Napoleonic wargame gets a deserved re-release only a couple of months after it first hit the shelves. This PC classic was converted on to the Amiga and received mixed reviews – hardened wargamers went on about what they perceived to be major problems, such as the fact that the different types of terrain don't seem to affect the speed of troop movement realistically, while the less bland (don't send any letters, it's just a light-hearted comment), enjoyed the nice graphics for a change.

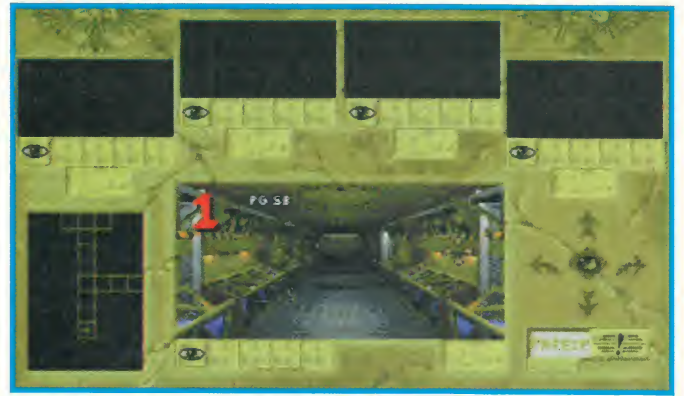
As I've already mentioned, the graphics are what sets Fields of Glory apart from virtually every other wargame that has ever been released. The miniatures who you must direct to either death or glory on the battlefields of Europe are extremely colourful and attractive, and the uniforms of the era are all accurately reproduced in painstaking detail.

To be honest I have spent quite a while playing Fields of Glory, and I'm not a massive wargame freak, so maybe it's the sort of game that is more likely to attract converts from other genres than appeal to the die-hard strategy and wargame fraternity.

FRIENDLY CASUALTIES			ENEMY CASUALTIES		
	CASUALTIES	POINTS		CASUALTIES	POINTS
CAVALRY	0	-0	0	0	0
INFANTRY	0	-0	150	225	0
ARTILLERY	0	-0	0	0	0
OBJECTIVES		2300	0		-3100
OVERALL SCORE		-575			

**Reviewed by**  
Chicken

**SCORE** 76%



# SPACE HULK

**Publisher** Hit Squad  
**Price** £14.99

You'll never guess what. The Universe has only gone and got itself riddled with huge bizarre conglomerative spacecraft called Space Hulks, hasn't it? And to top it all they're filled with all manner of space vermin called Genestealers who like nothing better than to kill people like yourself – a Space Marine who has been charged with the specific aim of wiping out this scum in a series of several dozen missions.

Anyway, here you are in these massive ships, armed to the teeth, but unfortunately all too susceptible to the murderous whims of your adversaries. Luckily you have at your disposal a complement of 'Terminators' which are more than capable of taking these beasties out.

The game is played in two ways: one where the action "goes down" in a tense-ish battle against the foe, and one where the action is planned on a strategy screen of sorts.

The graphics are gory in an excellent way, and the only downfall is the tiresome, and at times surely unnecessary, disk swapping when loading new missions.

If you have a hard drive you're on to a winner, but otherwise beware.

**Reviewed by**  
Paul

**SCORE** 86%

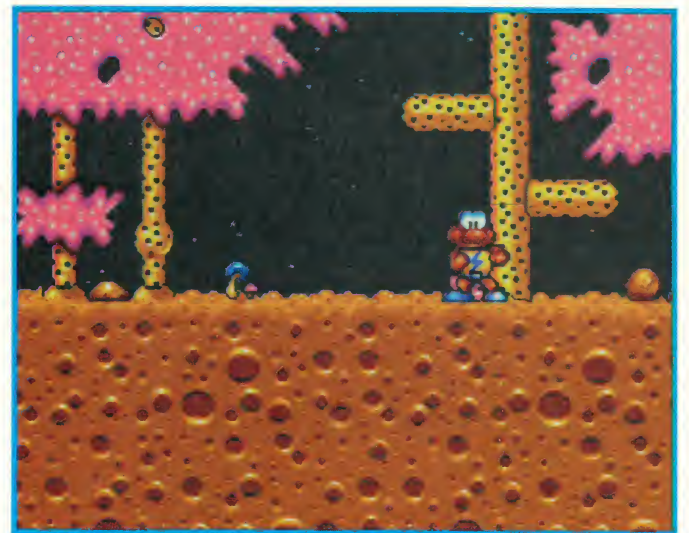
# JAMES POND 3

**Publisher** Kixx XL  
**Price** £9.99

This got a slugging in one of our rival magazines, but then it seems to be curiously fashionable to harsh up big releases these days. It's a 1200 only release and is quite a bit more Sonic-like than its previous two fishy brothers. James Pond is probably the most recognisable Amiga platform hero, and Millennium have rightly made their cash out of converting him to other console formats.

James Pond 3 is the largest of the three games to date and features a particularly ridiculous plot involving cheese and the moon. As we've come to expect, Pond's arch-enemy, the evil Dr. Maybe, is behind it all, and it's down to you to see him off once and for all.

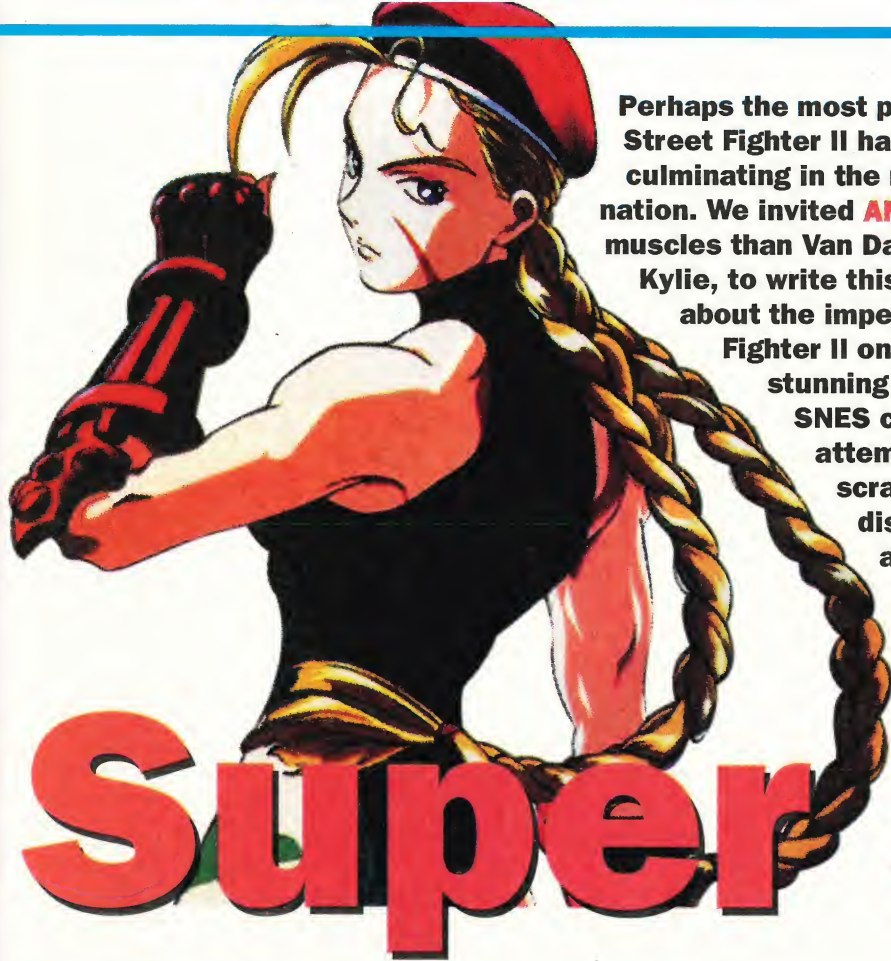
To be fair, the Amiga version isn't as fast as its Mega Drive counterpart and there's a fair few disk swaps to get through, but it's still good stuff.



**Reviewed by**  
Chicken

**SCORE** 81%





Perhaps the most popular cart ever on the SNES, Street Fighter II has gone from strength to strength, culminating in the movie soon to be seen across the nation. We invited **ANDY SHARP**, a man with bigger muscles than Van Damme and more sex appeal than Kylie, to write this intro... er, bring us some news about the impending release of Super Street Fighter II on the Amiga. Will it take on board the stunning gameplay and graphics from its SNES counterpart or be yet another feeble attempt at converting the ultimate scapfest on to the Amiga? Read on to discover exactly how it's coming along. Are you prepared to take on the world's greatest fighters in US Gold's soon to be released potential classic?

# Super Stre



Nine months ago, a merry band of 16 coders and designers headed by Kevin Norburn, previously of Core Design and Gremlin Graphics, now Managing Director of Freestyle Software, began work on a new Amiga game. Due to be released in the very near future, Super Street Fighter II has a lot to offer, and US Gold may have grabbed themselves a surefire hit with their latest venture into Amiga land.



Having previously worked on titles such as Pitfall Harry - the Mayan Adventure, the US Gold conversion of Mega Man for the Game Gear, Super Troll Island for Millennium, and numerous other budget games for the American company Western Technologies, this outfit has obviously been pretty busy in its two year existence.



Freestyle Software became involved with the Super Street Fighter project after complex negotiations with US Gold. They've tried to keep every aspect of the console versions in here, including the speed and gameplay, and most importantly, all the characters and their individual moves.





With additional code added to that of the Sega Genesis version, the speed has improved from the original SFII. This has been done by rewriting and optimising the code to keep things up to scratch, and it certainly does seem to play at the speed of the console versions.



# Street Fighter II



As well as all the old character moves, there are a few new ones thrown in too. We'll have to wait for a full copy of the game to see exactly what these entail, but I can tell you that Cammy will certainly be baring her backside during certain moves – an aspect from the console versions.



The only thing missing from the console versions is the parallax scrolling. This was inevitable if the speed of the consoles was to be reproduced, but it certainly doesn't affect the gameplay and general enjoyment. Not bad at all really considering the constraints of the Amiga.

The obvious competitor for SSFII is Mortal Kombat II, but Freestyle Software are confident that their own development will outclass MKII in every department. Confident words indeed, but when you take into account the more colourful screens and overall speed and gameplay, it looks like they may just be right.



Due for a release in the foreseeable future, SSFII is more than likely to completely sweep the board when it hits the outside world. Potentially an even bigger hit than MKII, SSFII seems to have so much more to offer than any of the other beat'em-ups around. Whether this is purely as a result of the game's reputation has yet to be seen.

# ▶ Super Street Fighter II



Due to arrive around the time of the movie, the game offers more punches and longevity than Van Damme and Kylie put together. The movie is only a couple of hours long maximum, whereas you could be playing this for months and finding things a whole lot more rewarding. Forget the film's 'storyline' and beat any one of the fighters here to a pulp.



As with any fist fighting fest, it's best played in two-player mode for the full effect. It's a best of three battle, and only the quickest and most skilled will prevail, as in the original game. This will test even the most skilled Street Fighter pro to the limit and the whole thing really does seem to knock the stuffing out of the opposition.



After many a year as the leading beat'em-up on the consoles it looks as if this improvement on the original SFII could set new standards for fist fighting games on this format. I personally wouldn't bet against it at this stage!



**BANKING**

1ST  
2ND  
3RD  
4TH  
5TH

All the players are the same as their counterparts on the SNES. All 16 of them are well tough to be honest.

Any of you out there with more than a passing interest in the World Warriors should check out the brand spanking new Street Fighter Players Guide which should be in the shops mid April. Guides to the SNES, Mega Drive and arcade versions are all in there as well as hot news on the film and the new movie version of the game!



**VERSUS BATTLE**

1P.			2P.		
W.	L.	D.	W.	L.	D.
1P. TOTAL	5		2P. TOTAL	0	
1ST ATTACK	5		1ST ATTACK	0	
PERFECT	0		PERFECT	2	
SP. K. O. %	0		SP. K. O. %	0	

All being well, Super Street Fighter II will be available in the shops sometime around May of this year.

**Project** Super Street Fighter II

**Publisher** US Gold

**Team** Freestyle Software

**Release** May

**Inspected by** Andy

Anco are about to add a whole new dimension to their successful Kick Off 3 games. In a throwback to the distant past they've souped up their standard footy sim to include a spanking new management option. **STEVE McNALLY** is hopeful they'll beef up the gameplay too and produce a real champion among football games.



When the first Kick Off game was released it was quickly followed up by the original Player Manager. This allowed you to play an individual role in the team, controlling the positioning and actions of one player, with the rest of the team under the influence of the computer. This gave a feeling of realism that hadn't been achieved before.

# Player Manager 2



You start your managerial career, somewhat unrealistically, at the age of 28. Your international career is still in full swing and you are the player manager of a struggling third division side. This has been done to allow you to have four or five seasons as a top player and help your side achieve success. However, as your skills inevitably begin to deteriorate, you'll have to make the difficult decision of when to hang up your boots and move into management full time. Hopefully by this time you'll have built up a side that you can rely on to do you proud.

As fans of football will be aware, a shrewd manager knows how to wheel and deal and make a killing in the transfer market, and Player Manager 2 will have an ever changing pool of talent available. Buying from both the domestic and foreign leagues is a complex business and you'll need your finger well and truly on the pulse if you're to avoid wasting millions on what turns out to be just an average player and not the superstar you'd hoped for.

As manager you'll constantly be looking to sign exciting new young players for the future, and Anco have included the option of signing up players as soon as they leave school, before they have proved themselves in the big time. The obvious advantage to this is that you won't have to shell out ridiculous fees for half decent players all the time. The drawback is that, as in real life, not every sixteen year old kid turns out to be the next Alan Shearer. You'll need a good eye if you're to sort out the men from the boys.



One of the most impressive features is the Ray Trace option. According to Anco, a good manager is a master tactician, and the Ray Trace feature gives Player Manager 2 what they hope is the most powerful tactics designer ever. Applying the Ray Trace you can apparently pinpoint player limitations, determine the best positions for your key men and define the right tactics for individual matches. This looks to be a highly impressive addition to the game which may just tip the scales in its favour.

## Project Player Manager 2

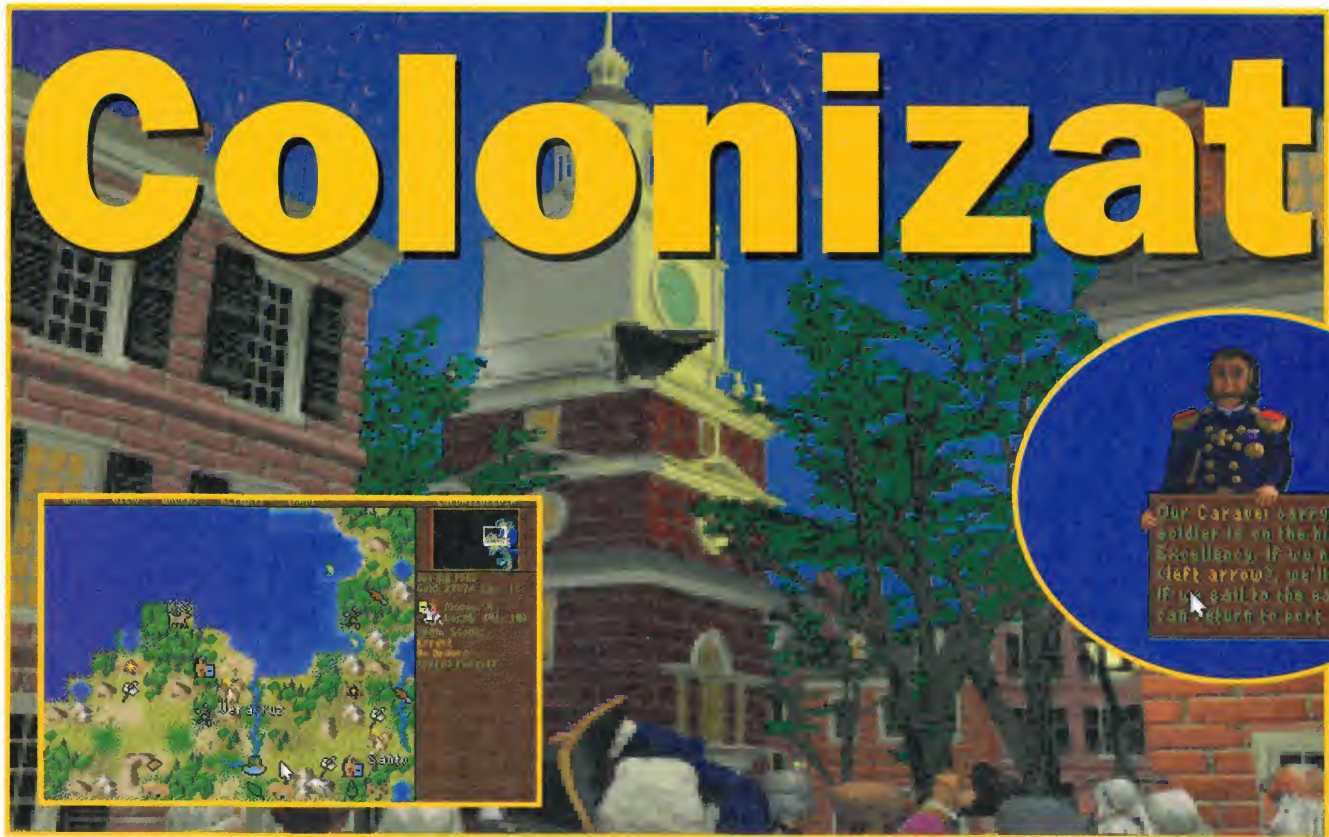
Publisher Anco

Team In House

Release May

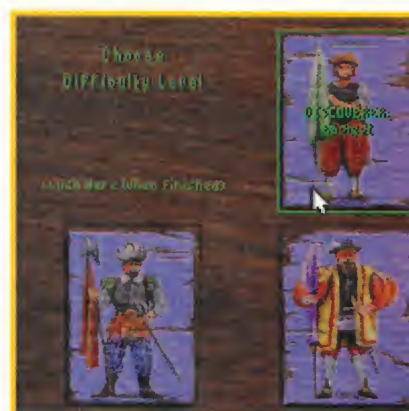
Inspected by Steve

# Colonization



Sid Meier is a fully paid up member of that elite band of programmers whose names demand instant attention on any format. With PC success behind him and *Railroad Tycoon* and *Civilization* firmly entrenched in software stardom, we all thought the Amiga had had it as far as Sid was concerned. So, it was therefore with some surprise that we greeted the news that MicroProse are about to unleash his latest PC classic on the Amiga. Never one to look a gift horse in the mouth, **PAUL MCNALLY** was eager to see just what the acknowledged master of strategy has come up with.

One of the criticisms levelled at *Civ* was that it concentrated too much on combat. So, *Colonization* tries to make things a little more exploration based. As you can imagine from the title, the idea is to set up a colony of your people and make it as successful as possible. However, it's not as easy as it sounds, as other colonies similar to your own are out there to make it more complex.



*Colonization* is the culmination of a couple of years' work. Sid Meier has been pestered to do the sequel to *Civilization* for a long time now but has so far resisted the urge to do so. This latest title certainly isn't the sequel, but uses the same ideas as its successful predecessor.

You start off as a famous explorer with a large following of settlers at your disposal. You must then brave either land or sea in a bid to locate a decent place to set up your colony. Several factors have to be taken into consideration at this time, most notably the terrain, as your enemies will inevitably try to attack your position at some point in the game.

**Project**  
**Publisher**  
**Team** Sid  
**Release** J

# on

The graphics have been beefed up, but will remain comfortably familiar to anybody who has wiled away the hours with Civilization. These are PC shots, but the 1200 version should be pretty much identical. The concept is the same; as you move your "unit" around the screen, more of the terrain becomes visible (and probably reveals one or two surprises too).



The game will be as definable as ever, and will include an option which allows you to determine how many other rival factions will be vying for land. This will in turn set the combat levels, as the more tribes there are the more chance there is that there'll be a bit of a rumpus.

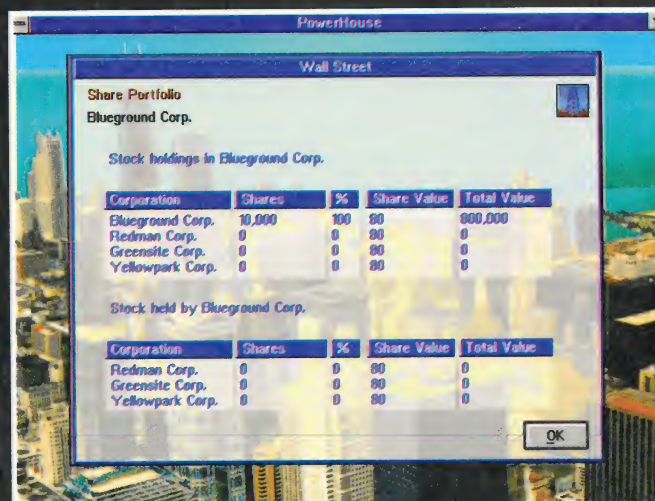


Trading with the other nations will help to boost both your coffers and your status. As the years progress, new facilities become available to build, use and defend yourself with, just as they did in Civilization. Personally I found the PC version more playable than Civ, but I loved that too so that should give you some sort of idea as to how good Colonization really is.



As ever, the game should be hard drive installable, but as long as you have a mouse and an A1200, you should be able to have a go when it is released in about a month's time. With a bit of good fortune we'll be playing it very soon indeed in order to bring you the first review this time next month. Keep your fingers crossed for us.

# Power House

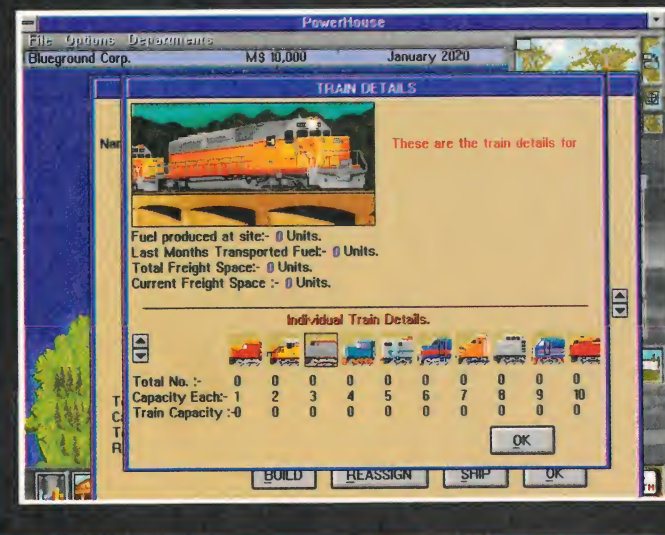


Power House is a corporate global domination sim the like of which Daze and Impressions believe has never been seen before. Set in the near future you play the head of a ruthless energy corporation operating in a market of three other power giants. Your aim is to build an international power generating business empire without destroying Earth's crumbling ecosystem.

The key to the game is balancing your hunger for astronomical profits and sky high share prices with the potentially catastrophic damage your operations can inflict on the environment. You can choose to invest in alternative energy and exploit the Earth's renewable resources, or carve up the planet for fossil fuels to feed your insatiable power stations and 'fat cat' dividends.

Power House will have all the impressive features we've come to expect from Impressions' games along with a few new ones too. It is scheduled for release in June on both standard and A1200 Amigas, and should be one to look forward to.

**Publisher** Daze  
**Team** Impressions  
**Release** June



## Colonization

MicroProse

Meier/MPS Cabs

ne

Inspected by

Chicken

# FLOPPY

SOFTWARE



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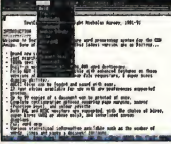
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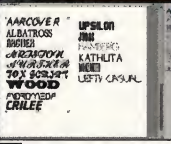
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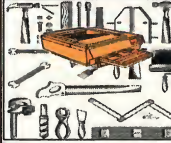
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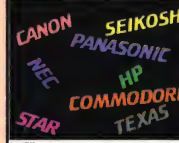
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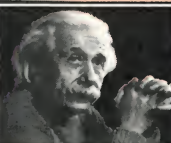
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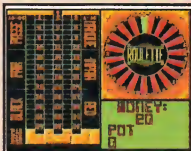
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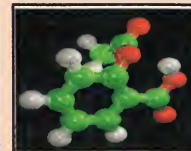
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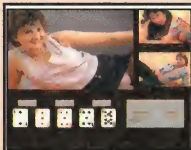
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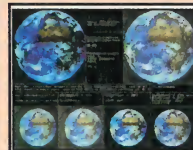
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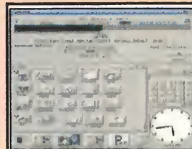
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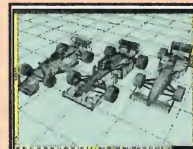
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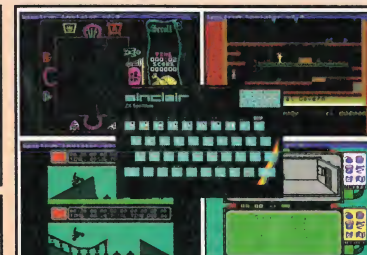
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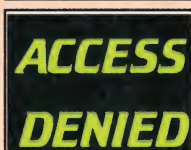
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**WORLD OF CLIPART CD**



Originally scheduled for a release this month, *Lost Eden* has now been put back for several weeks because of a few programming problems. We have no price for it as yet but you can expect to read a full review sometime in the near future. Dinosaur fans should be in for a real treat.



The plot of the game is quite intriguing. Man is waging war against the carnivorous dinosaurs who are led by a terrifying Tyrannosaurus Rex. The idea of the game is to thwart the Jurassic beasts' bid for world domination and allow humans to evolve into the wonderful species they are today(!?). Okay, so dinosaurs disappeared millions of years before man evolved, but who cares?



You play a character called Adam who is desperate to put an end to all the fighting. However, the only way to do this successfully seems to be to build huge citadels to fend off the dinosaur attacks, and unfortunately the knowledge to do this has been lost over the centuries. True hero-type that he is, Adam sets out to rediscover this secret so that building can start and his people can be saved.

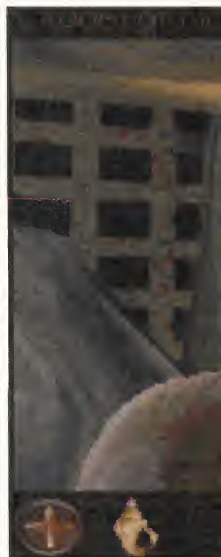


# Lost

Owners of CD32s have no doubt experienced times when they have been holding their heads in despair at the lack of machine specific releases around. All the spiel which was bandied around at the time of the console's release went on and on about how the CD technology would be used to the full. Yeah right! Everybody must surely agree that this simply hasn't happened, and it is beginning to look increasingly unlikely at this stage in the game.

Anyway, Virgin Interactive are prepared to have a go at changing things and are about to release a new title which has recently been shipped on PC CD-ROM. If ever the dear old CD32 needed a shot in the arm it's right now, and as **PAUL McNALLY** has discovered, *Lost Eden* could be just the boost that is required.

Interaction with other characters is important, as a band of allies must be enlisted in order to complete the quest. There are also dozens of different dinosaur species to discover. These are mostly based on the actual creatures that used to stalk the Earth millions of years ago, but there are a few made-up weird beasts thrown in too to add to the excitement of the whole thing.





If you fancy a nice blend of strategy and adventure then this could be the one to watch out for in the next couple of months. If you loved Dune then your mouth should be watering at the prospect of playing this.



The game has been developed by Cryo, who have recently been concentrating their attentions on the PC market, and have previously been responsible for several big selling titles, including Dune. Anyway, the Amiga have them back now and the French lads look up to the task once again as they delve into the world of dinosaurs.

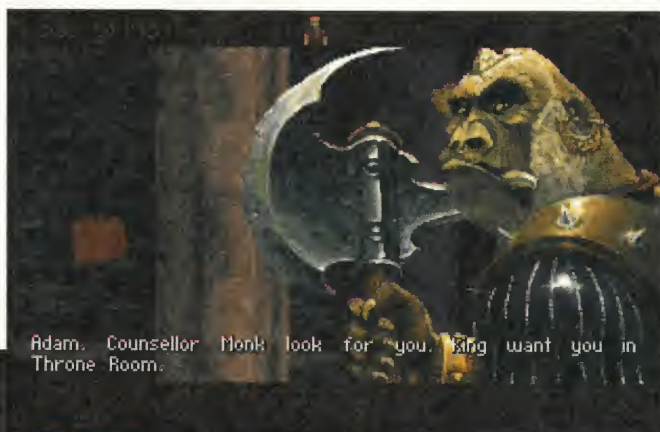


Dinosaurs have become increasingly popular ever since Jurassic Park began breaking box office records a couple of years ago. Lost Eden will probably pick up some sales on the back of this, but it will inevitably spark a lot of interest because of the general lack of quality games for the CD32.



The fact that it is being produced on CD only, means that a lot of the Amiga market will miss out on the Lost Eden experience. However, its release will come as a welcome relief for CD32 owners. Virgin are taking a risk in that they can't expect sales to be very high, but at least they're supporting the machine.

# Eden



Adam, Counsellor Monk look for you. King want you in Throne Room.



Lost Eden is extremely heavy on graphical presentation. The press release goes as far as to say that the game is packed with 'breath-takingly rendered three-dimensional prehistoric characters and scenery'. Bold words, but as you can see for yourself there has been no skimping on visuals in this game.



One important point to note is that these screenshots are all from the PC, so expect to see a slight difference when the CD32 version arrives. When Lost Eden is eventually ready for review we'll show you just what it will look like on the CD32. I can guarantee that you'll be in for a treat.

**Project** Lost Eden

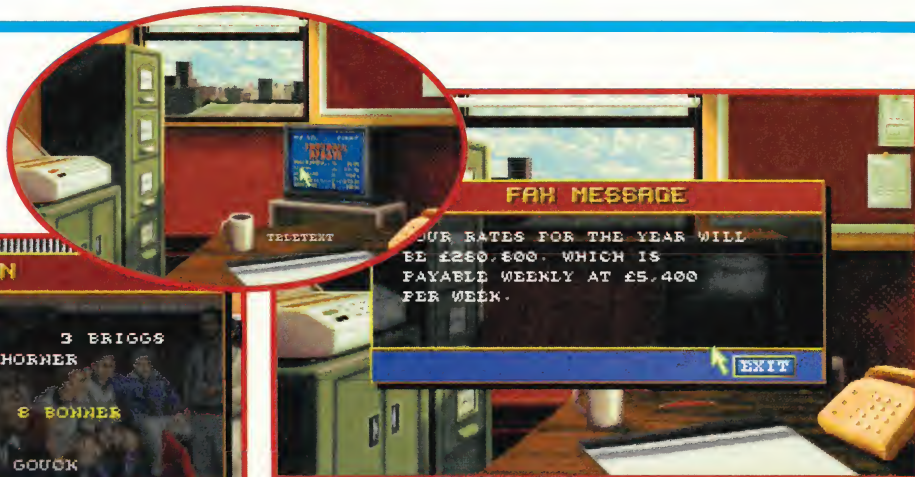
**Publisher** Virgin

**Team** Cryo

**Release** June '95

**Inspected by** Chicken

Ultimate Soccer Manager is due for release sometime around now. It will be marketed by Daze, and we're hoping to have a full version within our review pages in the very next issue, fingers crossed. Don't miss the full low-down on all the dirt.



Bungs, bribes and match rigging. If there was a soap opera about football, all of these underhand operations would inevitably feature at some point. But who needs a soap when you can have the real thing? Allegedly. If the papers are to be believed there isn't a Saturday goes by where some team or other isn't conspiring to rig the result of their match to pick up a huge wadge of cash. This is definitely an area where Premier Manager fears to tread, but not so the ambitiously titled Ultimate Soccer Manager.

# Ultimate Soccer Manager

Impressions are known purveyors of quality wargames and strategy simulations, but unlike many other companies, they've never really dipped into the football management arena. Until now that is. Always keen to make their games as realistic as possible, they've gone ahead and added a few controversial 'extra features' to Ultimate Soccer Manager that they hope will increase its popularity (ex-Arsenal employees may want to shift uncomfortably in their seats at this point). So, we gave **PAUL McNALLY** a brown paper bag stuffed with used fivers and sent him along to Birch Services to see what he could find out.

Of course you don't have to take the corrupt path to success. If you play it fair you'll avoid the inevitable FA inquiry (where you'll get let off anyway if you have sufficient financial clout). If you think it all sounds a bit too far-fetched for your liking, don't worry, all the standard features for this type of game will be included free of charge! Full rendered 3D graphics are also a prominent feature, as

well as a full teletext results system and the chance to see your matches from a neat overhead perspective.



You're desperate for a new player but want to make sure he'll sign on the dotted line without any hitches. Well, what are you waiting for? Give him a cut of the transfer fee on the sly to sway his decision. It couldn't be simpler. And if you've got a particularly tricky away fixture coming up, why not attempt to buy off the opposition goalie? Anything is possible, but be prepared to face the consequences for such underhand actions.

It makes a change to have something new to write about when a footy management game appears on the horizon, and USM gives me a golden opportunity to mention some new features that have never been seen

before. If you're a cheating, conniving, scheming, Scottish ex-manager of a famous North London club beginning with 'A' (allegedly of course), then everything is catered for as you scratch the dirty underbelly of the English game.



## Project Ultimate Soccer Manager

Publisher Daze Marketing

Team Impressions

Release April '95

Inspected by Chicken



# Giving The Game

## Jungle Strike

**PART 3** It's time to wrap things up in the jungle with the final three campaigns of Ocean's excellent 'copter'em-up turned inside out by **ANDY SHARP**. We can all breathe freely again

### Campaign 7

#### MISSION 1 F117 Stealth

This is your chance to fly the most complex of modern warplanes. First you must destroy the hangar and surrounding armoury, then uncover the Stealth fighter and a landing pad will appear. Land and take control of the Stealth. With a little practice this becomes very simple to achieve and you'll soon feel as though you've been inside the cockpit of this winged beast for the whole of the game. Remember that you can land on the strip at any time to take to the skies in your battle 'copter.



#### MISSION 2 Troop Bridges

A very simple mission. Fly your plane to each bridge and blast away - a few shots and nobody will be able to use these bridges again. Watch for tanks and foot soldiers and everything will be just fine.



#### MISSION 3 Drug Fields

Another relatively simple part of your campaign. All you have to do is blast the drug crops away. Now drug plants aren't too good at defending themselves against napalm, but unfortunately the enemy is. They'll be there armed with a whole host of armoury trying to bring you down to earth. Make sure they don't succeed.

#### MISSION 4 Patriots

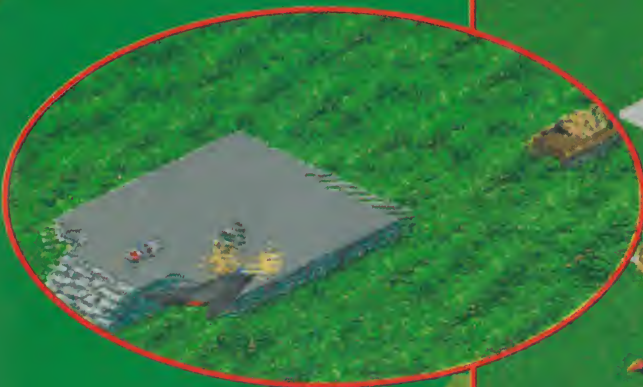
It's a lot quicker to land the Stealth and use the helicopter from here. The Patriots will take plenty of punishment before they are finally destroyed. Look out for the military protection around them and you'll be okay.

Another mission which requires your helicopter is the destruction of the enemy's fuel depot. This is because



you can't control the Stealth as easily as the 'copter, and timing and precision are of the utmost importance. Once again the resistance will come from ground troops, tanks and armoured cars, but surprisingly this is far less challenging than some of the earlier campaigns.

## MISSION 6 Nuke Missiles



**H**idden within small pyramids these will need a fair pounding before they're destroyed. Be sure to hit the contents too as the mission can only be completed by total destruction. Once this is done you can head home again.



## MISSION 2 Tomahawks

**H**idden away in the mountains this is one of the simplest missions of any campaign contained within Jungle Strike. Shoot the mountains to reveal the contents and then blast them away. It's easy peasy.

## MISSION 3 Power Supply

**T**he enemy have set up their own power supply in the jungle and it's down to you to put it out of action. Watch out for

the armoured vehicles and anti-aircraft guns which are scattered around, and blast the target with your Hydras.

## MISSION 4 Villa

**T**his impressive looking structure is guarded heavily so it really is a good idea to pay close attention to the defences before tackling the building itself. The villa contains a whole army of soldiers who will spill out and attack in a frenzy of gunfire at the drop of a hat, but they can be beaten as long as you don't give in to panic. You will probably gain most success by holding still, making sure that you are armed with plenty of Hydras, and generally blasting away so that the enemy soldiers don't get the chance to down your copter.

## Campaign 7

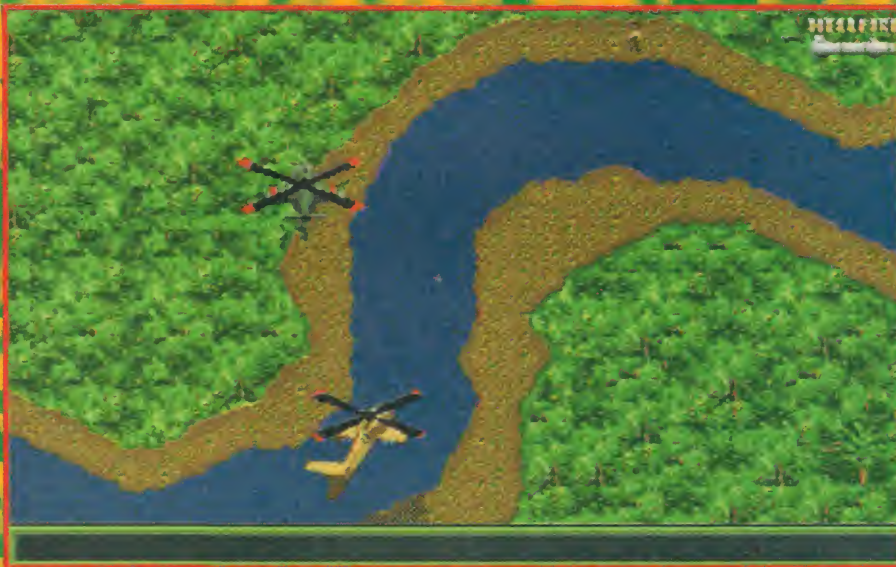
### MISSION 1 Control Tower

**E**ach tower takes quite some beating so you'll have to keep stocking up with ammo if you are to destroy them all. They're guarded by a few tanks and soldiers so it's best to take these out first. Other than this they're not a problem.



# Jungle Strike

# Jungle Strike



## MISSION 5

Drug Lord

**H**e's a slippery character this one. Make sure you locate him as he attempts to escape in his helicopter and blast him out of the sky. As luck would have it he can survive this unharmed, A-Team style, and you can then lift him from the ground. If you fail at this point your campaign is over.

## MISSION 6

Air Strip

**S**traightforward this. Make your way to the airstrip and have yourself some target practice. There's minimal resistance so you shouldn't have any problems.

## MISSION 7

Bunker

**T**he underground bunker is relatively simple so long as you have plenty of ammo. As soon as the bunker is opened the head honcho will head off in his helicopter.

## MISSION 8

Madman

**W**hile in hot pursuit of the escaping madman, pump as much ammo as you can into his helicopter. Try to keep as close as possible to make your shots more accurate. Once downed, the madman will be standing on the ground awaiting an airlift to justice by your good self. You may think that this is the end, but no...

## Campaign 9

### MISSION 1

Air Force One

**H**ere you must protect the President as he leaves the city in his private helicopter. Fly a little way ahead and blast the soldiers and armoured cars as they try to prevent him from leaving. It's not too difficult as there's only a little way to go before the President is clear.

### MISSION 2

Enemy Weapons

**T**his is a simple matter of locating the weapons using the map and blowing them away. As far as missions go, it's one of the easiest, so there's nothing else to say here.





## MISSION 3 Generals

**R**emember those armoured cars we saw earlier? Well there are two to destroy here, each carrying an enemy General. Avoid the powerful shots by circling a little distance away, then blast them with Hydra or Hellfire missiles. Pick up the Generals from the ground and you will obtain the information they are carrying.

## MISSION 4 Drug Lord

**I**t's of paramount importance to capture the drug lord before he escapes the city. Don't waste your time looking for a stretch limo though, he's travelling incognito on the Number 27 to Cheadle Hulme. The mission is a simple matter of locating the bus he's on and blasting it with all your might. And er, that's that.

## MISSION 5 Madman

**T**he madman tries to make good his escape in a petrol tanker. Use the same tactics as the previous mission

and blast the truck to oblivion. He holds the vital information for the next mission.

## MISSION 6 Nuke Missiles

**T**here are a number of armour plated trucks containing nuclear warheads heading for the Whitehouse. It's up to you to destroy them before they hit the building and put paid to all your efforts. Make sure you collect fresh ammo before attacking each truck, and you'll soon be at the end of the game.

*Well, that's it, the third and final part of our Jungle Strike GTGA. We hope that it has been of use to you. Don't forget, if you have finished a game, why not send us the solution. If there's space in the mag we'll do our damndest to print it.*



# Jungle Strike

# Giving The Game

# Sensible World of Soccer

As our SWOS or dross debate heats up we put in a telling cross in the form of a comprehensive guide to Sensible's 'masterpiece', Sensible World of Soccer. Success is just around the corner

Obviously there is no hard and fast way to be successful at any version of Sensible Soccer, so it would be impossible to provide a solution as such. This players' guide is therefore designed to point you in the right direction and get you up and running in what is a particularly tricky game.

## PICK A TEAM

Who to select



If you are just starting out in management it's best to have a few preset competitions or maybe a single season before plunging in at the deep end. A good choice for a first career is a team that already dominates its own league, like Rangers (no offence intended Celtic fans), or Will's own choice, IFK Gothenburg of Sweden. Bear in mind that only Europe has the international club events (ie UEFA Cup) and some unheard of leagues don't even have a cup, so only choose a non-European team if you don't mind endless league matches.



## GETTING GOING

Starting your career

The first thing you should do is look at your squad and see where it needs strengthening. Bear in mind that the value of a player should not be the only thing that you look at - try playing in an unimportant match to see how he does.

## TRANSFER MARKETS

Who to buy

Next look at the transfer markets, both domestic and foreign, and try and find a player who will strengthen your side - a decent striker is essential. Always save the game before you splash out on a new star so if he doesn't come up to scratch you can reload and start again. Don't be too impatient though and always make sure you give a new player a fair trial.

If you are desperate to get the best deal possible, save the game before each offer you make. Only spend on a player if you can really afford it, as putting your club in the red and trading-in necessary



With football so much in the news at the moment, what with one thing and another, we thought it was high time we brought you a superb players' guide to the hottest topic of conversation at the moment amongst the AA readers, Sensible World of Soccer. It is any good? Who cares? Just put the guide to good use and stop moaning my son. At least for the moment anyway. For his effort and hard work, the author, Will Stapleton, wins the superb prize of three Kixx XL games and some cash.

players is NOT the thing to do. The only players you should ever consider trading are those you don't need, and only risk your club's financial survival near the finish of the campaign, as a big wad will be on its way come season's end. Always leave some leeway for running costs and wages, especially at larger clubs, as these can sometimes run into millions.

## FORMATION

Positional play

Before you even think about playing your first match you should give some serious thought to sorting out your team's formation. Some of these are better than others but always choose one that utilises your best players. If the nature of your squad means that you have a choice, use a 4-4-2 against capable opponents and a more attack-minded 4-3-3 for weaker teams or when you are coming from behind in a two-leg tie.







each offer if you are desperate for a good deal. The computer teams are tight fisted and usually come off better, but a good trick is to bid below the player value and then, provided they don't tell you where to stick your offer, up the price and make a killing. Or you could try going in with both feet over the hoardings Cantona-style and attempt to kill the resistance with a high bid – if you don't mind risking your hard earned wad that is.

With offers it is especially clever to save before upping the price, as even a player you thought was indispensable could be

prised away and you could replace him with someone even better!

**TIP:** Put your reserve goalie on the transfer list as the loan goalie who is brought in is unlikely to ever be called upon, and if he is, he usually turns out to be quite good.



If you get a penalty, always go straight to the subs bench and make your strongest striker take it. You can swap him straight back again afterwards.

## STRATEGIC CHANGES

### On account of injury

If an important player has a bandaged head, make sure you rest him from an unimportant match. He will recover much quicker if you don't have him on the bench. If there is no space off the bench you could sign a cheap player to make more room. Will's choice would be to go to the Indian giants Border Security and sign reserve star Ces Mahundrja for the princely sum of £25000 pounds!

## TRANSFER TIPS

### Find a bargain

Here is where a knowledge of players around the globe comes in very handy. If you see a bargain, a player you have seen in real life and been impressed with, buy him, but always save the game first. Bargaining is tricky so it is cunning to save



As you probably know by now, those lovely people at Kixx XL are kind enough to supply superb prizes for the best Amiga Action GTGAs we print every issue. This month our thanks are due to Will Stapleton, and he can expect to find three current Kixx XL releases plopping on to his doormat sometime within the next couple of weeks.

But that's not all, on top of that, his hard work will be rewarded with £20 in hard cash.

Mathematicians and accountants amongst our loyal readership will no doubt realise that this amounts to a prize value of around £50. And all this just for playing your favourite game! So, if you want the dosh, you know what you have to do.

## STRATEGIC CHANGES

### During the match

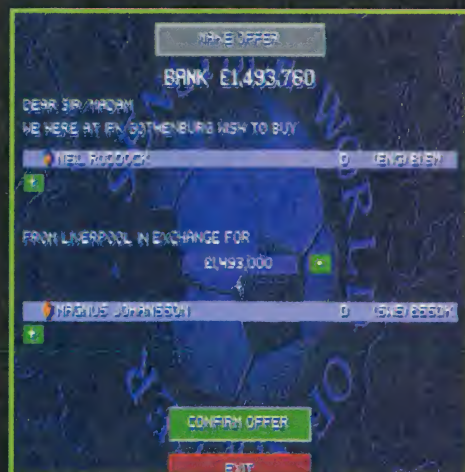
You should only make changes if you are confident that no-one will be out of position, and you should always consider the opponent's quality and the scoreline before acting.

If a player has a cross by his name on the subs bench, and he will not be missed by the team, take him off. If a player has a flashing cross, taking him off would be a good idea, as one more nasty knock will lead to either a long-term injury or a dreaded black cross meaning he will miss the rest of the season.

## Recommended Players

The following is a list of players with the Will Stapleton seal of approval:

Name	Pos.	Value	Club	Country
Igor Kolyvanov	CF	1m	Foggia	Italy
Gianluca Vialli	CF	6m	Juventus	Italy
Emilio Butragueno	CF	7.5m	Real Madrid	Spain
Paul Gascoigne	M	9m	Lazio	Italy
Julio Toresani	M	700k	River Plate	Argentina
Darren Anderton	RW	1.9m	Tot'm Hotspur	England
Lorenzo Staelens	LW	1.1m	Bruges	Belgium
Neil Ruddock	D	5m	Liverpool	England
Jose Chamot	D	2.75m	Lazio	Italy
Leonardo	FB	4.5m	Sao Paolo	Brazil
Pontus Kamark	FB	700k	IFK Gothenburg	Sweden
Walter Zenga	G	3m	Sampdoria	Italy



# Giving The Game

# Valhalla Before the War

**PART 1** Valhalla: Before the War has finally arrived, and as we're not ones to mess about waiting we thought we'd provide you with the full solution to Level One

## LEVEL ONE The Servants Hall

Look under the dodgy tile at the bottom right of the room. Pick up the Potion of Faith. Take I AM INFINITY from the top right of the room. Go to the river of hot coals and drink the Potion of Faith. Cross the river. Continue left, take the cake tin and flick the lever on the wall. Walk through the open door. Go up and right from here and pick up the soggy clay. Continue up and pick up the flour from next to the Oracle who asks for LUCK.

Go down and left into the room with the snail race. At the top right of this chamber there is a dodgy tile. Look underneath it and pick up the Strength Potion. Leave the room through the entrance at the top left and continue until you come across a sanding machine. Take the small key and flick the switch at the bottom of the room. Walk through the open door, drink the Strength Potion and pick up the heavy rock. Take the clover.

Return to the Oracle and put the clover on the altar next to him. A door will open and the Oracle will now ask for a SIGN. Walk through the door and look under the two dodgy tiles. Take the compass and the Ace of Spades that you find. Also, take the key from next to the bed. Go to the room where the King's cook is sleeping (to the

left of the room where you found the cake tin), and put the cake tin on the oven. Pick up the egg from near the cook and put both that and the flour in the tin.

Go to the Gambler's Tomb (near the carpenter) and put the Ace of Spades on it. Take the snail which you are given. Return to where you found the clover and put the compass on the map. Take the St. Christopher medal which you are given, go to the room where you found the cake tin and put the snail on the vaseline. Pick up the sleek racing snail.

Go and put the snail on the snail race, and after a breathtaking sprint and a funky tune, two chests will open, revealing a rusty key and a madman's diary. Take both these items. Put the diary on the Madman's Tomb (near where you picked up the egg), and take the



Confusion Spell. Go right to the river of hot coals and use the key you have to open the door above it. Enter the room and take the picture. Walk further into the room and a ball should appear. You cannot pick it up yet, so leave the room.

Put the rusty key on the sanding machine and press the button at the front. Then put the picture on the jigsaw machine and do the same. Pick up the jigsaw piece and the gleaming key. Put the jigsaw piece in the jigsaw between the two chests, and they will both open. Take the key and the heavy ball. Go to the room where you found the Ace of Spades and put the St. Christopher medal on the suitcase. Take the Safe Travel Potion.

Use the key from the sanding machine to open the door at the bottom of the King's cook's room. Before you go through this door, put the Safe Travel Potion on one of the Duplicators and another identical potion will magically appear. Take both bottles and enter the room.

Drink one of the potions before passing through the force field and you will be safe for the time being. Pick up the sugar you find near to the Goblin. Also pick up and read the letter which the Goblin is guarding. Go down and pick up the key and the Potion of Lies from the bottom of the room. Then, before the effects of the potion wear off, return the way you came, via the force field. Use the key you have just picked up to open the door which closed behind you when you first entered the room.

Go to the carpenter and put the Confusion Spell in front of him. He will ask you who you are. Stand next to him, drink the Potion of Lies and say I AM INFINITY. You will in fact say, I AM THE KING, and he will give you a jewelled box.

Put the sugar in the cake tin and you will now have a cake. Go back to the Goblin and give him the jewelled box. The door to his right will open. Go through the door and look under the dodgy tile next to the bed to find a teddy. Pick it up. Also, take and read the Wizard's Spell Book -

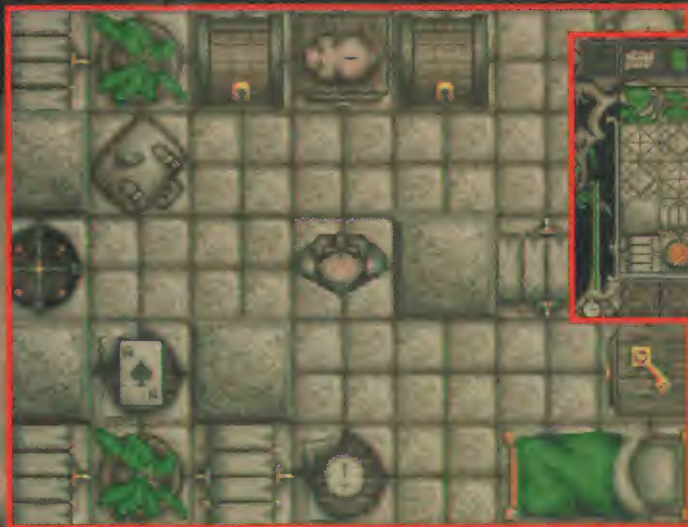
This is the exceedingly hot river of coals. To cross it safely you will need a Potion of Faith

Make sure you save your game before entering here. The Wizard's maze will need to be traversed quickly before time runs out



The room where you begin your adventure is also the room where it all ends. Once you have the Banish Spell, return here to face the Wizard

The Wizard's cauldron is located here. It requires four items before it will yield the Banish Spell



this gives you clues as to which objects to place in the Wizard's cauldron. Go to the left and pick up the piece of drainpipe.

Go down and flick the lever at the bottom of the corridor to open the door. Go left and up until you come to the snooker chalk. Pick it up and flick the lever to open the door above. Go to the glass ball thing and place the piece of drainpipe between it and the rest of the drainpipe. Now place the heavy ball on the other end of the drainpipe and wait for the sound of breaking glass. Go and see what has happened and pick up the Potion of Faith.

## Nightmare scenario

Use the key in your inventory to open the door beneath the map, then go to the snail race room and put the teddy on the bed. Take the sleeping pills and put them on the Insomniac's Tomb.

Take the Nightmare Spell and place it in front of the King's cook. She will now awake from a nasty dream. Get the cake from the oven and place it in front of her. She will ice it for you. Take the cake and put it in front of the maid. She will give you a sapphire in return. Take this and place it on the weighing scales. You will be given a sign of the zodiac. Put this sign next to the Oracle and take the vase he gives you.

Return to the map (next to where you found the clover), and go down through the door you opened earlier. Place the vase opposite the other one and go through the door. Flick the lever at the bottom of the corridor.



Go left and save your game before entering the Wizard's Maze. You only have a short amount of time to make your way round, and one mistake will mean you are locked in for ever. The quickest way round is as follows:

Down, first right, first right, left, down, right, down, right, down, right, second left, right, down, right, up, until you reach a chest. Open the chest with the small key in your inventory and take the Wizard's staff. The door to the left of the chest will now be open. Go through it and keep going left till you get out of the maze.

## Len Ganley

Now go and put the Wizard's staff in the Wizard's cauldron. Put the snooker chalk on the Hustler's Tomb and take the snooker cue. Now, remember the room where you found the picture and the ball appeared on the altar when you approached? (It's near the river of hot coals.) Well, outside this room (in the corridor that leads to the Oracle), there is a hole in the wall. Stand at the hole and use the snooker cue. The ball will now have moved, so enter the room and pick it up. You will see that the ball is actually a pearl. Place the pearl in the Wizard's cauldron.

Now go through the door at the bottom left of the cook's room and keep going left until you come across a room with a potter's wheel. Put the soggy clay on this and press the button at the front of the wheel. Take the soggy pot and put it in the kiln. It will turn into a bowl. Take the bowl and fill it with stew from the cook's room, then place it in front of the man who is hungry (in the potter's wheel room). Take the coin which he gives you and put it in the piggy bank in the



maid's room. Take the fan and the sword. Put the sword on the Duellist's Tomb and you will be given some jewels. Put these on the Jeweller's Tomb and take the pound note you are given in return. Put this in the Wizard's cauldron.

Above the room with the cauldron there is a piece of paper which you cannot reach. Put the fan on the altar at the top left and it will blow the paper to a place where you can pick it up. Read it and you will see it is a love letter. This is the final object for the Wizard's cauldron and you will be given a Banish Spell in return.

Go back to the river of hot coals and drink the Potion of Faith before crossing. Once safely negotiated, put the Banish Spell in front of the Wizard. He will then disappear into the ground, leaving you free to complete the level.

Many congratulations, level two and The Dungeons await.



# Vaihalla Before the War



# Giving The Game Away

This polygonic blaster seems to have captured the imagination of loads of you, not least Daniel Wiley, who's taken the trouble to give us all a few pointers towards success

## GENERAL TIPS

Major advice

**T**o start with you must become an expert with the mouse, as after Mission 12 the joystick cannot react quickly enough for your needs. Don't play with the throttle at first as it's hard enough to master the basics, and remember that the chopper will take a second to react. In fact, take half an hour to familiarise yourself with the mouse controls at the outset.

Even the best players find it hard to land without a little bump, so when you are ready, drop your gear and switch to joystick mode, ie press CTRL. The autopilot takes over and you'll land perfectly every time. To take off, simply raise your gear, press CTRL again and have a bit of a fly away into the sunset!

Vultures (enemy attack choppers) take two AAM's to knock down, all the others take one. When destroying these, use your full range. Never take on multiple enemies if you can avoid it, and when attacking heavily defended areas, begin by knocking out the outer defences first.

Extra men mean extra points, so if the mission tells you to, say, rescue five out of seven men, do the rescues before you finish, and try for all the men if possible. Also, try to get as much ammo on board as you can, as this gives you extra points and brings you closer to that elusive extra life.

The well armed frigates do have a weak spot in their limited traverse. The turret can't turn all the way around so always attack them from behind.

There is an extra life on Mission 26 in one of the domes. You'll find a replicator of Zeewolf, so pick it up and take it back to the carrier.

Make sure you read the mission briefings properly. Sometimes you will find that the rescue missions aren't on the tactics screen, and it's pointless flying around waiting for the mission to finish when in fact you still need to rescue a few men.

Be careful when shooting open bunkers and barracks, and stop firing once the doors are open as you may destroy the building and kill the men before they have a chance to get out. This doesn't necessarily apply if you have plenty of men to complete the mission.

You lose all of your weapons when you die, so if things are looking grim, don't stockpile arms that you won't have a chance to use.

Take care of your payloads, as they can all be destroyed through too much bashing about on the floor. Even if you only lose one it may prove very difficult to complete the mission.

## SELECTED MISSION TIPS

**I**n Mission 22 (Berserkers), you are given two buffalos on the deck of the carrier, and you have to destroy three enemy bases, each of which contain a dome. It isn't easy because the enemy will target the buffalos and will take them out in double quick time. However, help is at hand in the shape of another buffalo in the first dome. Use the buffalos from the carrier to take out the defences at the first



As is becoming the trend these days, the senders of our top GTGAs find themselves the recipients of three of the latest Kixx XL releases and twenty quid in cash. Daniel Wiley from Worthing is no exception and for his efforts will find a nice package on his doormat soon.

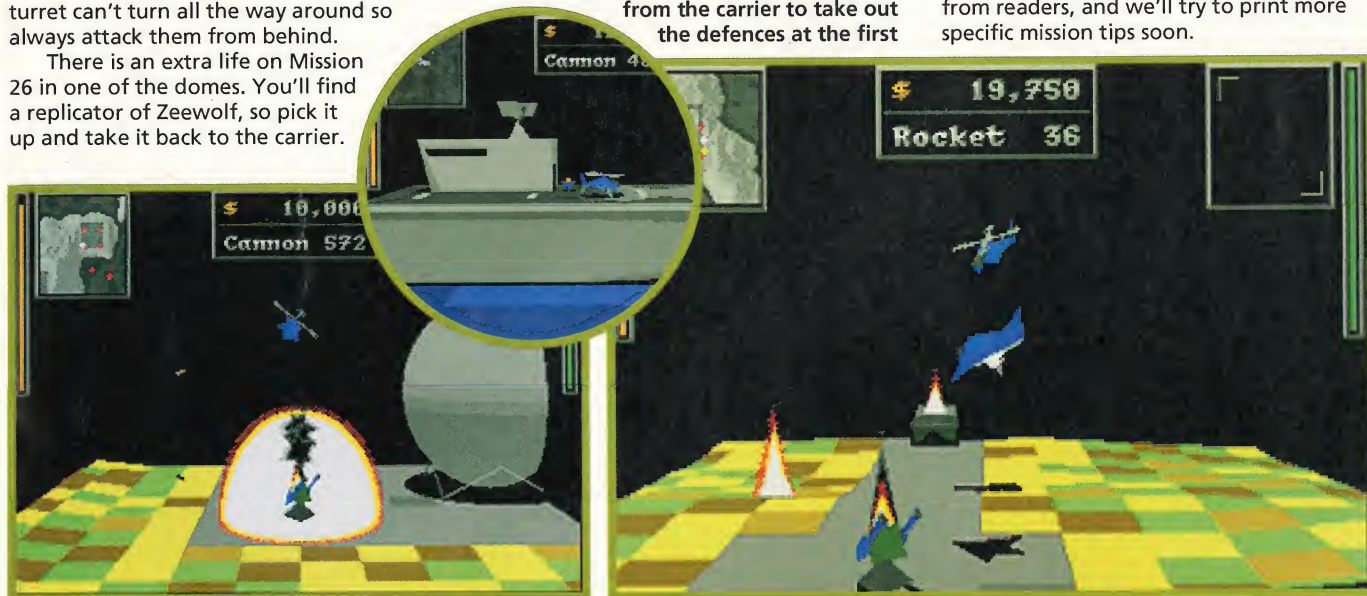


base, then blow open the dome to release the spare. This won't be targeted by the enemies and will trundle around taking out bases.

Mission 22 (Hippodrome) is another toughie. You begin with very little ammo, but north of the starting point there is a blue dome containing a camel re-supply vehicle. The dome is protected by a hippo, and your initial ammo is enough to take out either the hippo or the dome, but not both. The thing to do is to get the hippo to take out the dome for you.

Position yourself so that the dome is between you and the hippo, and while keeping the hippo in range, down your gear and kind of keep hopping up and down behind the dome [oh, very graceful]. Eventually the hippo will start to fire, and some of his shots will hit the dome, thus blowing it open. Now take out the hippo and collect the loot!

There's plenty more where that came from readers, and we'll try to print more specific mission tips soon.



# Zeewolf

# Giving The Game

## Small Tips

Due to popular demand, this month our Smaller Tips section includes a bucketload load of new codes and tips. Hurrah!

### Mortal Kombat II

A little bland this one, but if you type all of the letters of the alphabet in order while on the options screen - that's from A-Z incidentally - you will be presented with a whole new screen of cheats. And erm, that's it.



### Flink

When you start, press down and pause for access to every spell and level. Release down (keeping pause pressed), and then press right, right, right, left, left, right, left, left, right and left. That should do the trick. Also sent in by David Salisbury from Woking are these spell mixtures:

- Quickgrow: Leaf, feather, silver ring
- Spirit Bomb: Feather, gold ring, leaf
- Lightning: Two diamond rings, feather
- Dust Devil: Leaf, silver ring, feather
- Demon: Gold ring, mirror, necklace
- Shrink: Mirror, necklace, amulet
- Ghost: Skull, tooth, magic root

## Smaller Tips

#### ALFRED CHICKEN

On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

#### BLUES BROTHERS

On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

#### ELITE

When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '.' key or the '\*' key to alter the quantity of the arms and cargo.

#### GOAL

If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

#### JURASSIC PARK

Level codes, funny enough...

- 2 - E54C67AA
- 3 - B5A48352
- 4 - D5F4AB62
- 5 - 95B48B42
- 6 - 85A4834A
- 7 - 85B48B42
- 8 - F54C6FAA
- 9 - C57C77B2
- 10 - D56C7FBA

#### 11 - A5149F5A

#### KRUSTY'S SUPER FUNHOUSE

For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

- 1 - NELSON
- 2 - PATTIE
- 3 - MRFLOW
- 4 - MAGGIE

#### LEMMINGS: CHRISTMAS '94

- FROST (1 PLAYER)
- 1 - CAJRLDNBCG
- 2 - IJRLDNCCCF
- 3 - NRLDNCINECF
- 4 - RLDNCINECF
- 5 - LDNCAJVFCO
- 6 - DNCIJVLGCH
- 7 - NCANVLDHCE
- 8 - CINVLDNICN
- 9 - CAJRMNDJCP
- 10 - IJRMNDCKCI
- 11 - NRMDCALCF
- 12 - RMDNCINMCO
- 13 - MDNCAJVNCH
- 14 - DNCIJVMOCQ
- 15 - NCANVMDPCN
- 16 - CINVMNDQCG

#### HAIL (1 PLAYER)

- 1 - CAJRLFNBDJ
- 2 - IJRLFNCCDS
- 3 - NRLFNCADDP
- 4 - RLFNCINEDI
- 5 - LFNCAJVFDJR
- 6 - FNCIJVLGDK
- 7 - NCANVLFHDH
- 8 - CINVLFNIDQ
- 9 - CAJRMFNJDS
- 10 - IJRMFNCKDL
- 11 - NRMFNCKALDI
- 12 - RMFNCINMDR
- 13 - MFNCAJVNDK
- 14 - FNCIJVMODD
- 15 - NCANVMFPDQ
- 16 - CINVMFNQDJ

#### FLURRY (1 PLAYER)

- 1 - CAJRLDOBEJ
- 2 - IJRLDOCCES
- 3 - NRLDOCADEP
- 4 - RDLOCINEEI
- 5 - LDCAJVVFER
- 6 - DDCIJVLGK
- 7 - OCANVLDHEH
- 8 - CINVLDIOEQ
- 9 - CAJRMDOJES
- 10 - IJRMDOCKEL
- 11 - NRMDOCALEI
- 12 - RMDOCINMER
- 13 - MDCAJVNEK
- 14 - DDCIJVMOED
- 15 - OCANVMDPEQ
- 16 - CINVMDOQJ

#### BLIZZARD (1 PLAYER)

- 1 - CAJRLFOBFM
- 2 - IJRLFOCCFF
- 3 - NRLFOCADFS
- 4 - RLFOCINEFL
- 5 - LFOCAJVFFE
- 6 - FOCIJVLGFN
- 7 - OCANVLFHFK
- 8 - CINVLFIOFD
- 9 - CAJRMFOJFF
- 10 - IJRMFOCKFO
- 11 - NRMFOCALFL
- 12 - RMFOCINMFE
- 13 - MFOCAJVNFN
- 14 - FOCIJVMOFG
- 15 - OCANVMFPFD
- 16 - CINVMFOQFM

#### PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

#### ROAD RASH

- 00000 00J00 102V5
- 21JUD - PANDA 600
- 00000 00J01 113BT
- 22KDP - BANZAI 750
- 00000 00R00 013V5
- 32RV4 - BANZAI 750
- 00000 00S20 117K5
- 33UV1 - KAMIKAZE 750
- 00000 01421 109G5

#### 448VN - SHURIKEN 1000

#### STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

#### X-IT

- 02 - 033o28
- 03 - 555925
- 04 - 567597
- 05 - 276614
- 06 - 517375
- 07 - 877535
- 08 - 829508
- 09 - 287682
- 10 - 221620
- 11 - 728441
- 12 - 640537
- 13 - 558170
- 14 - 170088
- 15 - 688631
- 16 - 450418
- 17 - 898476
- 18 - 095909
- 19 - 589611
- 20 - 394659

#### ADDAMS FAMILY

Various codes for starting points.  
&1Y1M - 3 hearts  
V1514 - Pugsley  
V919B - Fester

#### ALIEN BREED '92

Level codes.  
XXDFA  
RTHAA  
LAEAA  
UYTTA  
PPEAB

#### ALIEN BREED 2

- More level codes.
- 2 - 353828
- 3 - 108383
- 4 - 370101
- 5 - 982822
- 6 - 847464
- 7 - 737373
- 8 - 928112
- 9 - 267364
- 10 - 193831
- 11 - 090921
- 12 - 309383
- 13 - 101221
- 14 - 103992
- 15 - 998112
- 16 - 125332
- 17 - 091233

#### BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.  
1 - ROTTEN CHEAT  
2 - LOUSY CHEAT  
3 - LOW DOWN CHEAT

#### BOBS BAD DAY

- Selected level codes.
- 10 - XCCKCKZPE
- 20 - VDPEFWNG
- 30 - SEAGGUPH
- 40 - QEAIIVNJ
- 50 - NDPKWWPL
- 70 - IDPONWPO
- 80 - GFFQPUNQ
- 90 - DEASQPVR
- 95 - CFFTRUOS
- 100 - BEAUSVNT
- BUBBA 'N' STIX

#### Level codes

- 2 - T1QKPF7CMG
- 3 - PXMVGF7W7D
- 4 - 913XPD1LZ5
- 5 - 12!FX75RJ

#### CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star

general.

#### CHAOS ENGINE

Level codes with infinite money.  
WORLD TWO - GVVCH5DMS7#N  
WORLD THREE - V35076X657WH  
WORLD FOUR - 6UCDXU2557V2

#### CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

#### EPIC

- Level codes.
- 2 - CEPHEUS
- 3 - APUS
- 4 - MUSCA
- 5 - PYXIS
- 6 - CETUS
- 7 - FORNAX
- 8 - CAELUM
- 9 - CORVUS

#### FLASHBACK

- Level codes
- Easy:
- BACK
- LOUP
- CINE
- GOOD
- SPIZ
- BIOS
- HALL
- Normal:
- PLAY
- TOIT
- ZAPP
- LYNX
- SCSI
- GARY
- PONT
- Hard:
- CLOP
- CARA
- CALE
- FONT
- HASH

## Rise of the Robots

Tom Rawlings from Abingdon has sent in this new move for the cyborg which will take others by surprise. Press away, towards, down for a punch which hits the opponent in the legs. When pushing away to block an enemy attack, press fire while in mid-block. As soon as you unblock you will hit the enemy droid with an almighty kick which will inflict more damage than you could imagine.



## Brutal Sports Football

With this rather sick sports simulation being re-released on budget we thought it was time wed supplied the ever so important league codes:

League 1: 5L5Z6T6X!  
66QHGHHGGG  
League 2: Y1B3PPDT  
PPXZ0ZZZZ  
League 3: F57G8L5GL  
5Q4YXYYYY



## Roadkill

Firstly we'll start with what else, but lovely level codes:

2 - Maximum Overkill Grand Prix - LQPONURDNK  
3 - Badlands Mega Smash - HQPOOTRTCL  
4 - Roadkill Eliminator - PQPOPDNNRJ

And now some general tips:

If your energy level is looking somewhat stifled then you should always have a Pit-stop. Short cuts are also on the cards if you like. The computer will always have to do a complete circuit to register a lap. These are all courtesy of Iain Wilson of Nottingham.

### FIBO TIPS

#### FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

#### HISTORYLINE 1914-18

Level codes.  
1 - PULSE  
2 - GOOSE  
3 - SPORT  
4 - BIMBO  
5 - TEMPO  
6 - BARON  
7 - BUMM  
8 - LEVEL  
9 - TOXIN  
10 - PRINC  
11 - CLEAN  
12 - XENDON  
13 - SIGNS  
14 - HOUSE  
15 - SIGMA  
16 - SEVEN  
17 - ZOMBI  
18 - MOVES  
19 - BLADE  
20 - ZORRO  
21 - STONE  
22 - MOSEL  
23 - ORDER  
24 - SODOM

#### HUMANS

Selected level codes.  
10 - MILESTONE  
15 - RED DWARF  
20 - SMART  
25 - JIMS TIES  
30 - MALCY MALC  
35 - MAD FREDDY  
40 - BANANA MOON  
45 - VISION  
50 - RANGERS  
55 - CONSOLIDATED  
60 - PROMISED LAND  
65 - (Oh dear, can't be arsed with that one...)

66 - HELP ME  
70 - NIN  
75 - LORDS OF CHAOS  
76 - NOW ITS DONE  
77 - IM OUT OF HERE  
78 - HERES TO A  
79 - BETTER LIFE  
80 - BYE BYE BYE

#### HUMANS: JURASSIC LEVELS

More of the same.  
10 - 7 MILE WALK  
15 - ITS TOSH  
20 - ALAN B STARD  
25 - IDONTLIKEBRAWN  
30 - ALMANBURIE  
35 - BABBLE  
40 - NEED MORE  
45 - POUCH  
50 - GLUM  
55 - DRAKEER  
60 - HAVE A BREAK  
65 - I LOVE ME  
70 - PYTHON LEE  
75 - FATEANDFORTUNE  
80 - FOREVER

#### JIMMY WHITE'S SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

#### KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes.  
2 - WHOAMAMA  
3 - FLANDERS  
4 - BROCKMAN  
5 - SIDESHOW

#### LETHAL WEAPON

Mission codes.  
1 - KSIF  
2 - ECOIR  
3 - FLRSKB  
4 - EUOASF

Key cheats. Press [ALT] and then...

Y-I - No sprite collision  
Y-L - Extra lives  
Y-K - Extra ammo  
Y-Q - End sequence  
Y-(1 to 0) - Various

#### LIONHEART

At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdyn into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

#### LOST VIKINGS

Level codes.  
2 - STRT  
3 - TLP  
4 - GRND  
5 - LLMO  
6 - FLOT  
7 - TRSS  
8 - PRHS  
9 - CVRN  
10 - BBL  
11 - VLCN  
12 - QCKS  
13 - PHRO  
14 - CIRO  
15 - SPKS

#### LOTUS 3

Selected course codes  
Easy:  
UVQSNPBCM-60  
HSYWYSKGC-50  
Medium:  
NSSSXXXS-60  
OUNDEFACG-99  
Hard:  
MFFSRPYDU-60  
AFZYBQCT-70  
SKGYXXX-57  
WJMEGMEQH-60

#### MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.  
RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.  
KANO - Away x 2, fire. RIPS HEART OUT.  
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.  
SUB-ZERO - Towards, down, towards, fire.  
RIPS HEAD OFF.  
JOHNNY CAGE - Towards x 3, fire.  
PUNCHES HEAD OFF.  
SCORPION - Down x 2, fire. FLAME THROWER.  
LIU KANG - Down, away, towards, down.  
SCISSORS KICK.

Also for Mortal Kombat, type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

#### NICKY BOOM

Level codes:  
2 - KRATTY  
3 - MIRTES  
4 - ARRAX  
5 - JANIR  
6 - TRINOS  
7 - SIXAN

#### NICKY 2

What does it look like, strawberry jam?  
2 - DRAKO  
3 - ATIHK

4 - FIRAM  
5 - LURNA  
6 - PALET  
7 - MIURA  
8 - SLORY

#### PINBALL FANTASIES

Various ball-enhancing things.  
EARTHQUAKE  
VACUUM CLEANER  
EXTRA BALLS  
ANDREAS  
ULF  
MARKUS  
FAIRPLAY  
DIGITAL ILLUSIONS  
THE SILENTS  
FREDRIK  
OLOF  
BARRY  
CREW

#### PREMIER MANAGER

Telephone number cheats.  
250967 - Sets all tackling to 99  
000123 - Sets all passing to 99  
220769 - Sets all shooting to 99  
781560 - Mega cheat! Sets all skills to 99, plus £20 million.  
753423 - Sets goalie skill to 99  
061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.  
PUSH OVER  
Selected level codes.  
10 - 07680  
20 - 15362  
30 - 08718  
40 - 30734  
50 - 22046  
60 - 17470  
70 - 19071  
80 - 28927  
90 - 28671  
100 - 44543

#### RAINBOW ISLANDS

Type in quickly on the title screen...

BLRBSSBJ - Permanent fast shoes  
RJSBJSBR - Permanent double rainbows  
SSLLRRS - Permanent fast rainbows  
RRLBBSJ - Hidden food becomes money bags  
SRBJSLSB - 1,000,000 points bonus (Woooooo)

#### ROBOCOP 3

To skip levels type THE DIDDY MEN with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

#### RODLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

#### THE SETTLERS

Level codes:  
2 - STATION  
3 - UNITY  
4 - WAVE  
5 - EXPORT  
6 - OPTION  
7 - RECORD  
8 - SCALE  
9 - SIGN  
10 - ACRON  
11 - CHOPPER  
12 - GATE  
13 - ISLAND  
14 - LEGION  
15 - PIECE  
16 - RIVAL  
17 - SAVAGE  
18 - XAVER  
19 - BLADE  
20 - BEACON  
21 - PASTURE  
22 - OMNUS  
23 - TRIBUTE  
24 - FOUNTAIN  
25 - CHUDE  
26 - TRAILER

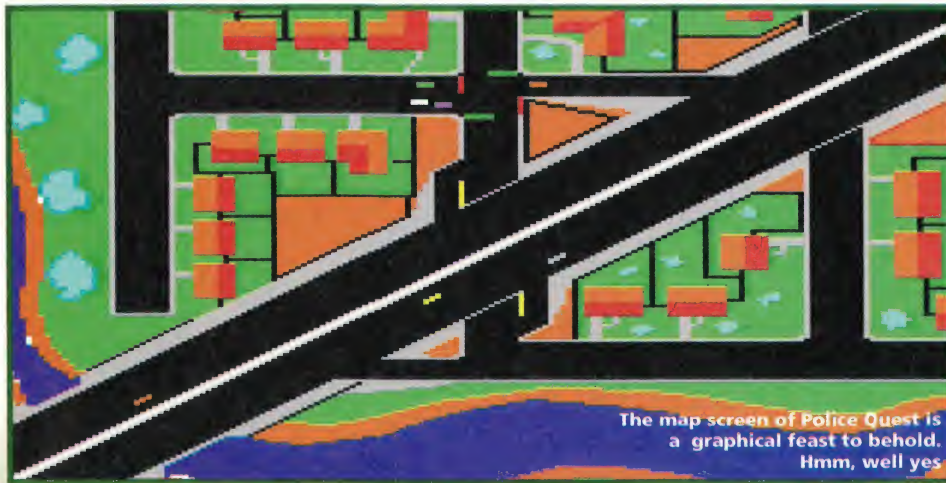
# SON *of Boggit*

**The Boggit commune has been left way behind and I'm about to start a new chapter in my life. Have I really discovered a modern day Doctor Dolittle or is it just a case of jungle fever?**



An artist's impression of me wandering lost through the jungle. Good eh?





Welcome yet again my loyal and trusted friends. To be honest it's been a bit of a weird month since we last spoke, and once more my adventure has brought me into contact with a strange and curious character, of whom I shall reveal more later.

To quickly recap, after finally managing to escape the Boggit commune which had become my home for the last couple of months, I found myself somewhere deep within the leafy recesses of some sort of tropical jungle. The sound and stench of wild animals was all around, and to be honest I was a little scared at first. I mean, I'm no David Attenborough, and ever since my childhood when I had a rather unfortunate incident with a herd of cows, I haven't been particularly keen on our four-legged friends.

Anyway, I was stuck in this jungle so there was nothing for it but to try and find my way out. Travelling as quietly and carefully as I possibly could, I began to walk. I didn't have a clue where I was heading or what I would find when I got there, but as long as I kept on the move I was sure that sooner or later something would happen. And guess what? Something did happen!

After a few hours of aimless wandering around I came across a deserted watering hole. Deserted that is apart from a strange and scrawny bearded individual who was asleep on the opposite bank, dangling his legs in the water. I made my way quietly towards him, being very careful not to wake him in case he should take fright and run away. But as it turned out, I needn't have worried. Before I had got within ten metres of this strange bloke, he sat up and fixed me with a firm but friendly stare.

"Good day to you old hairy beast," he drawled in a curiously gruff voice. "And what can I be doing for you?"

Somewhat taken aback, I stammered that I was lost and needed to find my way out of the jungle. He smiled, showing a set of black and rotting teeth, then made a strange sound somewhere between a whistle and a cough (possibly a wough or a chistle). Almost immediately there was a great commotion in the trees, and an enormous

elephant with tusks that must have been over two metres long crashed into the clearing behind him. I shouted out a warning, but he seemed unmoved. The elephant lumbered its way towards him, wrapped its great trunk around his waist, and lifted him swiftly and easily up on to its back. It was then that I must have fainted, because as he was lifted out of the water by the enormous beast, I realised that he had no legs.

I recovered consciousness some hours later to find myself in a room with wooden walls and a large stuffed crocodile's head mounted over the bed I was lying on. I made sure I was steady on my feet and then made my way out of the room and on to the sturdy balcony of what was undoubtedly a structure that I knew very well indeed – a treehouse.

The bearded man from the watering hole was sitting in a chair at the far end of the balcony feeding a parrot which was perched on his arm. He greeted me without turning round and I approached him nervously. Who is he? What did he have to say? Why does he have no legs? All these questions and more will be answered, but not until next month I'm afraid. It's time for you to have your say.

I am here to serve.

### Police Quest

**Q** Please, please, please could you help me on Police Quest? At the meeting with my boss I am told to take a cane (which I do), and a transmitter pen, but when I go to pick it up the reply is that I do not need to take it with me. If this is the case, how do I contact my boss, as he tells me to contact him when I infiltrate the gambling scene? How do I make contact with him? Please lend me a helping



hand? paw? claw? because this is my first stumbling block on what I think is an absolutely brilliant game.

*Oliver Tingey, Dumbartonshire*

**A** Don't worry about the transmitter pen for now Oliver, there's lots of money to be won first. Keep playing poker until you win 500 dollars, then return to your hotel room and wait. The backups will arrive soon and you should ask them for the transmitter pen. Head back downstairs to the bar of the cocktail lounge, and tell Woody that Frank sent you. You are almost at the end of the game now, so I'll leave the rest of it up to you. Good luck.

### Indiana Jones and the Fate of Atlantis

**Q** Can you help? I'm stuck on Indiana Jones Fate of Atlantis. I have got as far as Atlantis, and from what I can make out I need to catch a crab (not the most pleasant of predicaments). However, from what I can understand, to do this I need to borrow someone's rib cage. Can you tell me where to find this? I've been stuck in Atlantis for so long that I could use my own rib cage through starvation.

*Ian Parsons, Walsall*

**A** Don't despair Ian, the rib cage you require can be taken from a skeleton which you should find in The Subway at the southernmost point in the outer cycle. In order to make sure you find The Subway you will have to explore all the shaded places (which are marked with a question mark), and open and enter all the grates too. The rib cage can then be baited to allow you to catch a crab (in The Crab Room), as you suspected.

### Dungeon Master

**Q** I am stuck on Dungeon Master and after getting quite far I can't get any further.

Could you give me some cheats for some powerful spells?

*Will Ferguson, Devon*

**A** Are you ready for some spells then Will? Okay, here goes:

- Fireball spell – FUL IR
- Firesield Spell – FUL BRO NETA
- Invisibility Spell – OH EW SAR
- Lightning Bolt Spell – OH KATH RA
- Open (some) Doors Spell – ZO
- Poison Spell – DES VEN
- Power Spell – LO UM ON EE PAL MON

I think that should be enough to be getting on with for now, don't you?

### King's Quest II

**A** Can you help please with King's Quest II as I am stuck for ideas. I have in my inventory: Trident, Bracelet, Ruby Ring, Earrings, Mallet, Cross, Clamshell, Flowers, Stake, Necklace, Brooch, Cloak, Caged Bird.

I know I need to swim underwater with a mermaid to exchange the trident for the key, but I don't know how. Please help.

*Grant Williams, Sunderland*

# SON

# of Boggit



Indy takes a break from the rigours of being a latter day adventuring hero type person

► **A** Return to the spot where you found the trident, and go into the water. Swim north three times and you should come to a lagoon with three rocks where you will find a mermaid. Swim over to the lady with the scaled tail and give her the flowers you have. You will now be able to ride the magic seahorse. This fishy beast will take you to King Neptune who will give you a key and a bottle in exchange for the trident.

## Dreamweb

**Q** Please could you help me with Dreamweb? I can get as far as the gantry above General Stirling but I can't fix the winch control because I can't find a fuse. I am in desperate need of help. Please oh please can you satisfy my needs?

*Antony Turner, Brighton*

**A** No I most certainly cannot satisfy your needs young man! I happen to be married with four children thank you very much! I don't know, the youth of today, it's scandalous. Thankfully I am able to point you in the direction of the fuse you require, but if you need anything else I suggest you try your local public house or night club.

The fuse can be found in the storeroom (left and down from the TV studio). Examine the fusebox, then use it with the screwdriver. You should now be able to take the fuse. A word of warning – the fuse is extremely small so you will have to look carefully for it.

## Beneath A Steel Sky

**Q** Please could you help me with the brilliant Beneath A Steel Sky? I'm very new to this type of game, and sadly not very good. My problem begins in the pipe factory where I've just started, and unfortunately got myself in a right muddle. You see, there is a storeroom inside the factory, and held within it are a key and spray, which I assume I have to collect. I've got the key and spray, but to my surprise, the man working at



That's a nice coat you're wearing there. Are those collars real?

the control panel searches me and takes the spray and key from me (as well as a pair of shades). So I carry on from there and complete as much of the level as I can, but I really do not know what to do from there on. I've collected the spanner, crowbar, sandwich, ID card, shades, bulb, given Joey a new body and cut the cable outside. So I turn to you for knowledge. Please could you help me and tell me where I've gone wrong? I'm dying waiting to get back into the action of this splendid adventure game!

*Waiman Hoang, Clapham*

**A** Your problem is basically one of greed Waiman. When you enter the storeroom, lift the gangway plank from the floor and take the putty which is underneath it. As for the rest of the stuff in the room, simply ignore it! It is not required later on, and only serves as a trigger for the bloke at the control panel to search you.

## Monkey Island 2

**Q** Please Son of Boggit can you help me on Monkey Island 2? I need to find the sunken galleon to get the figure head. Could you tell me where it is please? Please help me because it is blowing my mind.

*Alex Kyle, Cleethorpes*

**A** To find the sunken galleon you will first have to get a book entitled "Great Shipwrecks" from the library. You can find it by looking under 'D' in the library catalogue file. Look carefully at the book and note down the co-ordinates of the Mad Monkey. Now charter Kate's boat, and when you arrive at the wreck, jump into the water to retrieve the figurehead.

## Kindwords 3

**Q** I have got Kindwords 3 word processor and there is one thing that I cannot do, and that's place

a picture. Every time I try it says 'error, cannot open document'. Am I doing something wrong?  
*Gavin Johnson, Oldham*

**A** Well Gavin, your first mistake was writing to me. I don't want to appear too harsh, but your letter does tend to stand out a bit from the others doesn't it?

And on that rather sorry tale of mis-directed mail, it is time for me to wish you adieu once more. Next month I'll tell you everything I know about my new friend with the limited appendages, and devote myself to answering a few more of your letters.

Until next time, farewell!



**More Monkey Island tomfoolery next month no doubt**

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

Send your queries (and tips if you like) to: Son of Boggit, The Rucksack c/o Amiga Action, Media House, Adlington Park, Macclesfield, SK10 4NP

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- Ham 1
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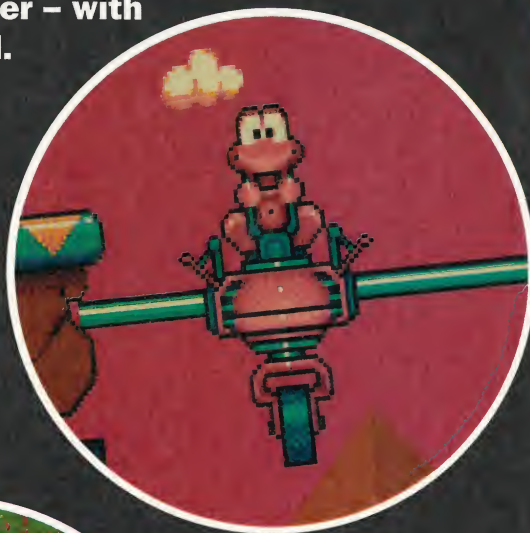
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# Get a life!

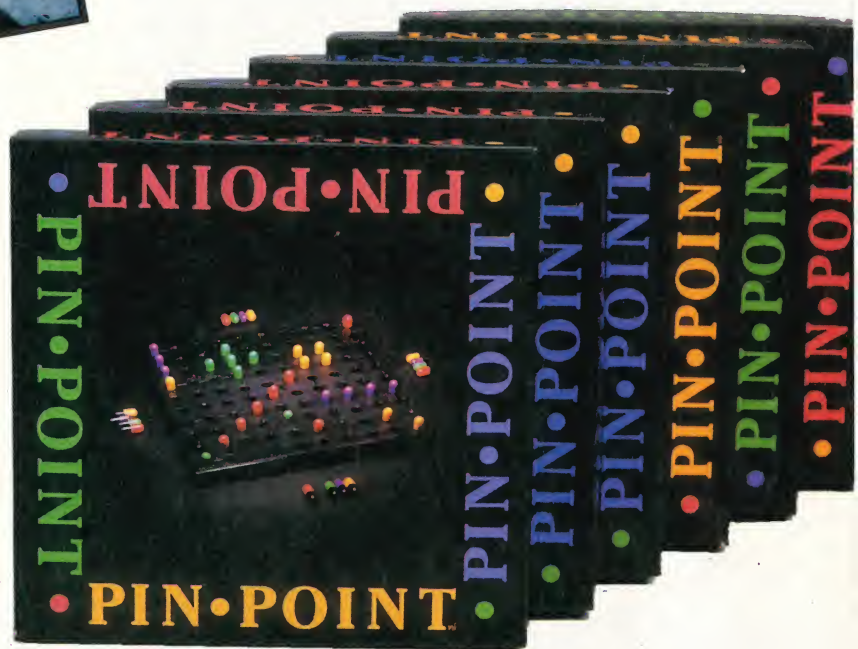
Once again we instruct you to Get a Life as we bring you news of the latest video and film releases and give you a few pointers on how to spend your time more fruitfully when you're away from the old Amiga. This month we take a look at Dannii Minogue's new video collection, Go For Broke with MB Games, and give ourselves an impressive aural treat courtesy of Leftfield.



**Dannii Minogue - Get Into You**  
Mushroom Video To buy £11.99

*If you like your Kylie you may feel inclined to swell the Minogue family coffers by taking a peek at her younger sister's foray into the video market. Get Into You includes five tracks, all from the album, plus loads of footage from live performances and little bits of Dannii talking to the viewer (that's you readers). Anyway, it all takes up just over half an hour and if you like your music poppy and your pop stars bubbly then Ms. Minogue will definitely be your cup of tea. Tracks-wise you've got the videos to Show You The Way To Go, Love's On Every Corner, This Is It, This Is The Way and Get Into You.*

*Bizarrely enough it's as good if not better with the volume turned down, which is the essence of a good video! One final note, check out Dannii's personal message on the back sleeve. Awww, it makes you feel all wanted.*

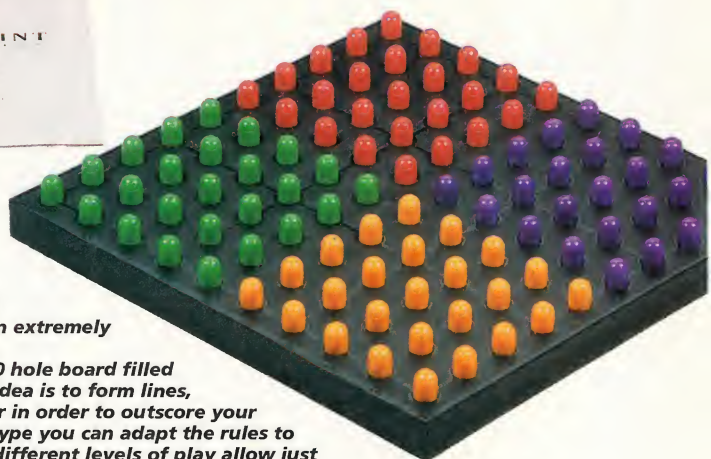


**Pin Point**  
Oliver Games

*Pin Point is a sort of cross between Othello and Connect Four and is an intriguing strategy board game that is deceptively simple to play but takes an extremely long time to master.*

*The game is played on a square 10 x 10 hole board filled with different coloured pins, and the idea is to form lines, squares and crosses of the same colour in order to outscore your opponent. Unlike most games of this type you can adapt the rules to suit your age and intellect, and eight different levels of play allow just about anyone from age eight to eight hundred to fully appreciate the intricacies of Pin Point.*

*The way you approach the game will have a serious effect on the outcome, as it's possible to be successful by playing either on the attack (going all out for a maximum score), or defensively (blocking your opponents moves), depending on which best suits your character.*



**Go For Broke**  
MB Games



Paul Roundell has been playing his own bizarre real life version of this game ever since he started work. The idea is to spend more money than you've actually got in the sad hope that everything will turn out okay in the end. You start off with a million pounds, and by going around the board gambling on horses, roulette and bad investments, you constantly hope that things will go horribly wrong, thus enabling you to spend as much money as possible with little or no return. The first player to go broke is the winner in this excellent game of what we suppose you could call Reverse Monopoly.



**Leftfield - Leftism**

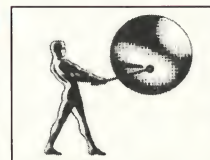
Hard Hands



Anyone who knows anything about dance music will be familiar with Leftfield. Over the last few years they have been responsible for some of the more memorable dance moments and their eagerly awaited debut album contains their most successful records to date along with a host of new and highly varied tunes that cover the entire dance music spectrum. Be warned though, the album does get quite heavy in parts and you shouldn't think that just because you quite liked DJ Miko that this will suit your taste. A couple of famous names make notable guest appearances, namely John Lydon of The Sex Pistols on Open Up and ex-Curve singer Toni Halliday on the current single Original. Tracks that spring to mind instantly include the aforementioned Open Up, the excellent Inspection and the extremely ethnic Afro-Left, but these are nothing more than a few names plucked from a brilliant debut album.

**Wes Craven's New Nightmare**

Available to rent Guild Video



After its general acceptance as one of the most successful horror films of all time, *Nightmare on Elm Street*, like most screameramas, became somewhat ludicrous round about instalment number three, and downright tiresome by the fourth or fifth sequel. A succession of directors were apparently more than happy to resurrect Frederick Krueger esq in more and more unfeasible circumstances and back him up with cameo appearances by a number of quasi-celebrities, but now Wes Craven's back in charge for what is, in effect, part seven, and things have taken a twist. Heather Langenkamp - who played the only surviving high school kid in the original film - plays herself, an actress with an almost standard family life who has been on the receiving end of some nasty hoax phonecalls from, apparently, her fictitious adversary Freddy Krueger. Little by little strange occurrences begin to take place, not least of which is the gruesome death of Heather's husband, and with a Wes Craven script for a "New Freddy Film" being waved in her face by the movie company, she finds that her friend Robert Englund (who played Freddy) is being troubled also. The film is an original mix of fantasy and pseudo-reality, with a number of key Elm Streeters appearing as themselves amid numerous in-jokes, and it works a treat. Towards the inevitable confrontation with the "Real Freddy", the film becomes rather predictable, but this hardly dampens the fact that Wes Craven's *New Nightmare* is an impressively original film.



# BACK ISSUES



## ISSUE 62 OCTOBER '94

**Cover** - Bloody great disk-fest.  
**Coverdisk** - Putty Squad, Vital light, World Tour & 21 full PD games.  
**Features** - Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid.  
**Reviews** - Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrog CD32, Universe, World Cup USA '94.  
**GTGAs** - U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, hello mmm



## ISSUE 63 NOVEMBER '94

**Cover** - Dreamweb.  
**Coverdisk** - Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk.  
**Features** - ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).  
**Reviews** - Detroit, Dreamweb, Jetstrike CD32, Lilil Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwiser, Their Finest Hour, Winter Gold  
**GTGAs** - Monkey Island 2, Valhalla Pt3, Son of Boggit



## ISSUE 64 DECEMBER '94

**Cover** - Skeleton Krew  
**Coverdisk** - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case  
**Features** - Caught in the Net (Internet), Legend: Work in Progress  
**Reviews** - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more  
**GTGAs** - Universe, Ishar 3, Robinson's Requiem



## ISSUE 65 XMAS '94

**Cover** - 4 DISK EXTRAVAGANZA!  
**Coverdisk** - Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats  
**Features** - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage  
**Reviews** - Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!  
**GTGAs** - Universe Pt 2, Darkseed CD32



## ISSUE 66 JANUARY '95

**Cover** - Shadow Fighter  
**Coverdisk** - Shadow Fighter, Premier Manager 3, Mortal Kombat offer  
**Features** - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)  
**Reviews** - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 + many more!  
**GTGAs** - Ishar 3 Pt 3, Robinson's Requiem Pt 2



## ISSUE 67 FEBRUARY '95

**Cover** - ATR  
**Coverdisk** - ATR, Base Jumpers, Exclusive Shoo'em-up Special  
**Features** - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey  
**Reviews** - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu  
**GTGAs** - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



## ISSUE 68 MARCH '95

**Cover** - Alien Breed 3D  
**Coverdisk** - Alien Breed 3D, Kingpin, Valhalla: Before the War  
**Features** - Alien Breed 3D, Film '95, Get a Life  
**Reviews** - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It  
**GTGAs** - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit  
**PLUS Previews** - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



## ISSUE 69 APRIL '95

**Cover** - Comic Relief Four Disk Special  
**4 Coverdisks!** - Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)  
**Reviews** - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax  
**GTGAs** - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball  
**PLUS Previews** - Angst, Baldies, Final Over, Frontier: First Encounters, Kwak's Game, The Speris Legacy

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## GOOD START

Dear AA,  
Has Paul (useful) Roundell got a death wish? I refer to his response to a letter in issue 68 entitled "It's Out". An editor who takes a cheap shot at the people who are paying his wages through advertising revenue in his magazine must be tired of his job.

Since issue 3 (Sub Editor Paul) took it upon himself to prow! (or rather wander) through the hallowed pages of AA like a toothless lion, waging a war on piracy. Has he a secret wish to move into the PC arena, where along with the President of the US of A he could growl at the Chinese for flooding the market with factory produced copies of Windows 5.1 along with others? It has now reached the point where the two countries are considering severing their trade agreements if it is not stopped.

If it is for none of the reasons I have mentioned, or for some that I have missed, why bother to reply to letters from born again Christians like Mr S. Hardy & Co, who appear to want to help people with reading difficulties, (ie not able to read the adverts for themselves)? Plus, they appear to have reading difficulties themselves as the ads they mention do not say that the software they advertise has been released, but state that you will not be charged until the date of despatch. I for one have found Direct Software to be excellent, and for reference have ordered U96. This has not yet been released, but will be on my doorstep the moment it is, and only then will I have to pay for it. So if you're not after the big Goodbye, I would ask the readers views on companies before growling, as you may find you have put your proverbial paw (foot) in it.  
Yours faithfully,  
PJ Hooper, Peterborough

There's a point in this letter isn't there? Somewhere. I can almost hear it screaming to get out, but PJ, PJ - just what in the Lord's holy name are you talking about?

## HIGH SPEED LOVE

Dear Amiga Action,  
Please help me before I go mad. My boyfriend comes to my house every night and plays F1 Grand Prix on my Amiga 1200. He says he's

nearly finished and then about an hour later he's still there, going round and round until he finishes all 81 laps of a full Grand Prix.

He thinks he's Nigel Mansell, and the thing is, I can never play Theme Park. As I am writing this letter to you he is on lap 54 of the Australian GP, so it's a good job I have your brilliant magazine to keep me occupied. Please help because he's quite literally driving me mad!  
*Angie Henson (Sick of Grand Prix forever), No Address*

**An hour or so before your boyfriend is due to arrive, put a bottle of wine on ice and freshen up in the shower. Maybe buy some "special" underwear and put it on for him, or maybe don't wear any. Try dimming the lights to create a seductive atmosphere and select some soft background music. Scent the air with a mixture of exotic oils and, slipping into a robe as you hear the doorbell, move downstairs to greet him. As you open the door, whisk your robe open as far as you can and say, "Grand Prix this, lover boy!"**

And if he doesn't appreciate that then get yourself round to my house. Baby.

## FJORD ESCORT

Dear Amiga Action,  
I have always thought that I knew the English language well, but now I'm starting to wonder. It seems I have some problems with the word "shortly".

You see, three months ago, I got a nice letter from Danny Flynn. He reminded me that I had entered the AA competition and went on to explain that I was a winner, and that his book, *Only Visiting This Planet*, would be with me shortly. Now I really looked forward to this, and eagerly analysed the contents of my mailbox for the following days and weeks - but to no avail.

It is at this moment, three months later, that I will ask you for enlightenment. Can you tell me how long "shortly" is, and how much longer I must wait?  
*Svein Kare Gunnarson, Norway*

**Shortly, adj. 1. Descriptive measurement (of time) meaning not less than three months and possibly as long as five. 2. To get round to doing something eventually, not necessarily all that quickly though. 3. Right, leave it to us, it's as good as sorted.**

## AMBER NECTAR

Dear Paul,  
Being a single parent, I find my A1200 helps me keep my sanity on the long boring evenings once my son has gone to bed. I'm an RPG/adventure freak and I read your Superleagues to see what's best on the market. So, it was with some concern that I read the news section in issue 68 - More Amber Nectar - and found that Ambermoon has yet to be released, despite having been top of your Superleagues since the year dot.

This led me to go through all the titles, and out of 45 listed, only 17 are advertised in the magazine as available. This in itself means nothing. Like Stuart N Hardy in issue 68, I too contacted a mail order company three months ago for *Ishar: Legend of the Fortress* (I like to do my RPGs in sequence), and was told, "Sorry, we only had a few and we've sold out already... we're not expecting any more." But to date they are still advertising it.

I thoroughly enjoyed completing *Might and Magic* and *Starflight* when I had my Mega Drive, so does anyone know where

## SWOS Letters

### SWOS OR DROSS - THE COMEBACK

I agree with Paul Turner's letter in issue 68 except for one thing. When does your keeper get injured? I've had SWOS for two months now and nothing's happened to my goalie.

At the start of my career my team had a value of £24.2M, and after 10 games (with no injuries or suspensions) it had dropped to £22.35M. Surely this is wrong. I think Sensible have stuffed up here. And what happened to the "authentic crowd samples from around the world"? I've played in Japan, Brazil, USA, England and Italy, and all I've heard is "1-0, 1-0, 1-0..."  
*Simon Hacking, Blackburn*

Having ploughed through Paul Turner's *Star Letter* in the March issue I'm left dazed, in utter awe of the fact that anyone who is able to write a letter supposedly meriting two columns of AA could actually be so stupid as to have missed the entire point of SWOS.

For a start, any game that improves upon the universally loved *Sensible Soccer* cannot possibly be a backward step. No-one can deny that the arcade sections alone drag SWOS up on to a higher plane. The fact that it also manages to incorporate all the better aspects of management sims without getting too bogged down in endless figures just adds to its appeal.

As for Mr Turner's main criticism - that he runs out of fit players - I am speechless! Surely he has a manual and is not playing from an illegal pirated copy? If so, why has he not realised that when experiencing a severe injury crisis, loan players can be called up at will? All you need to do is click on the head of your lowest player on the screen to reveal a fully fit reserve substitute. Come on, admit it, SWOS rules. Burn the heretics.  
*Ewan Johnston, East Finchley*

I am in complete agreement with Paul Turner's letter, but he did leave out a few points from his litany of frustration.

The SWOS box boasts "Crowd samples from around the world". Samples, it says. Plural. I have heard only one endless, repetitive cry of "One-nil", and that could well have been sampled from the heady atmosphere of a Chester Vs Crewe Saturday afternoon. And I can't turn it off even though the manual instructs me to hit F10.

The random suspensions would seem to be an act of sabotage perpetrated by Loki [A Nordic god, Nordic god fans!] - the player isn't injured and he's not booked, but for some reason he is suspended for four matches. And in true refereeing style there is no explanation.

And where is the promised physio then? And where are the promised user-definable corner kick and free kick tactic slots? Don't believe the hype.  
*Alistair Gordon, Edinburgh*

# Talkback

I can get hold of Might and Magic 2 and 3, and Starflight 2? Also, does anyone know of an RPG club?

I spotted your two deliberate mistakes in the same issue. In the Adventure Superleagues, Innocent Until Caught has been listed twice for months now, and in Swap Shop you printed 88 ads, followed by the first 46 duplicated (was this a mistake or are you running short of ads?)

Finally, a suggestion. Why don't you print the ages on the Swap Shop ads so that when us older readers (I can't be the only one surely...?) are looking for penpals/contacts, we know we're not writing to some pimply-faced teenager? Sorry, I've just insulted a high percentage of your readers!

Any help with the above would be greatly appreciated.

*Teri Staddon, Southampton*

I can only think that the reason games are advertised for sale long after they've sold out is to save the mail order companies the expense of changing their ads.

As for Ambermoon in our Superleagues, well it was never intended as a buyer's guide, and we put worthy games in there once they've been given the once over. We reviewed Ambermoon almost a year ago when it was just about to be released, as er, indeed

it still is. Maybe someone can shed light on the games/club situation for you, and yes, it is a good idea to include ages for contacts (dubious term that) and penpals. So we have.

Actually we don't get as many adverts as we used to (wonder why?), but the duplication was due more to Steve's spanner-handedness in the copy/paste department than to our desperation. And don't worry about insulting a high percentage of our readers, I do it myself in these very pages every month!

## AUSTRIAN OAK

Greetings again Mr Roundell, It's Tom Inator again. After a long period of absence I'm back. My war against software pirates has been successful and I have saved Skynet. I now have to occupy my time with other things, and I am at present being paid by the Syrian government to shut down the illegal fruit and vegetable rackets going on in all the slimey back allies of Damascus.

This brings me to the letter from Mr Firass Kiki (aka Slippery Al). I can reveal his secret to you. He is a prime suspect in an illegal fruit 'n' veg racket and has been trying to push certain products your way, probably thinking you are interested in dodgy fruit.

He was trying to perform this crooked deal by hiding a message in his letter using a cunning code. My brain capacity of 100 A4000s [So you're Joey Deacon then?] allowed me to crack this code, so this is what he really means:

"My name is Firass Kiki. Are you interested in 20 unripe artichokes? I can get you 600 straight bananas if you like. It'll cost you 1200 Syrian pounds and they make for great joysticks. Please let me know..."

So there you have it. I advise you not to deal with this man. My crusade is now against dodgy fruit dealers on the black market, and I will require a different assortment of your games to help me in my crackdown. Hasta la [etc...]  
*T. Inator, Cheltenham*

Well it's certainly a different scrounge approach. Completely unintelligible, but different. As for its success - alas no.

## MUST BE FUNNY

Dear Amiga Action, I am writing to complain about a few things. Firstly, the price of computer games. All the newly released games are now £29.99 or more - whatever happened to the old £25.99 price point? Have the prices gone up due to Commodore's cash flow problems? If they continue to do so I think more people will turn to piracy, which will give Commodore even more money probs.

Secondly, I would like to complain about console games converted on to the Amiga. Kick Off 3, FIFA Soccer, Mortal Kombat, MKII etc - I don't think the

programmers are taking too much care over these games because the console versions are much better, especially KO3. I think Amiga owners deserve better.  
*Hugh Winton, Alness*

Game prices have naturally progressed to a higher level, as all things do, though admittedly the quality of many of them at the moment certainly doesn't warrant the asking price. Which brings us on to your second point, and yes, a good many console conversions are sub-standard, though EA surely did all they could with FIFA, and MKII was excellent. However, the sad fact at the moment is that the Amiga is seen by just about everyone as a second string machine, on to which they can release a couple of quick ports and maybe make a few extra quid to help fund their next PC or console project. And until something happens to Commodore this is the way it will remain.

## AND ANOTHER THING

Regarding Firass Kiki, it's obvious he fancies you! He seems very confused to me. See, in the first sentence he says that Syria is 20 years old when it is actually mentioned in the Bible. And he doesn't even finish the second sentence - "Amiga 1200 plus..." Plus what!? Then there's the giveaway, (joysticks). Why the brackets? Some sort of coded phallic reference, that's why! Lastly, he says he is a professional, aka a PRO! Well, I say, "Go for it", if you're that way inclined at least. ("Coz ya a fag!" Since the AA team seem to be into quotes from Quentin Tarantino films).  
*Trav Smith, Leicester*

Another twin gendered admirer eh? Hmm... think we'll have someone else answering the letters from next month. Oh, and please don't get the wrong impression of our Quent opinion. He isn't big, he isn't clever, and he doesn't have particularly impressive facial hair.

[Blah, blah]... concerning Paul Turner's letter, I would like to point out to him that due to the loan player facility it is impossible not to have enough players for a game.

If he had read the manual he'd realise that you can toggle through the unused players in the squad (ie injured, banned, crap or loan), by pressing fire on the head of the bottom player. Also, it is possible to use outfield players as sub goalies, no matter what he says.

Now on to my problems. Firstly, what is the point of having loan players if you can't use them in positions you need filled? I had three attackers and a right winger out of action [been playing Wimbledon?], yet I was given two defenders and a right back on loan - a stupid random selection.

I also agree with Paul Turner about the valuation of players. They tend to decrease with regularity but hardly ever increase. My striker was initially valued at 300k, and after about 100 games and 150 goals, his worth had dropped to 240k.

But despite these flaws, the game is still brilliant.  
*James Riding, Mill Park*

Here are some short points on SWOS, prompted by Paul Turner's letter in AA68.

I agree it is annoying to get an injury to a forward and end up with a defender or a left winger on loan. Let's face it, Daggers [Kenny Dalglish...?] just wouldn't do it, would he?

I also agree with him about the valuations - my forwards have scored between 40 and 60 goals, and their values have gone down! And it's also true that

other teams seem to be free from the ravages of injury and suspension.

I don't agree with everything he says though, as you can view your squad via the view competitions and stats options. I have done this and part exchanged a suspended player for a new one. And my left back did score a goal yesterday, though admittedly it was his first in six seasons.

A point of my own is that when you buy a player you can see his strengths, but when you take over a new club you have no idea how good your players are until you've seen them in action, and it's little things like this that give the game a more realistic feel.

And finally, I'll finish with a tip. If you have quite a good squad but get sacked, turn down any jobs on offer and your chairman will go instead of you. You lose your sponsor and TV money, but the new chairman pumps money into the club.

*Christopher Verburg, Litherland*

Had to write! Couldn't resist replying to some of the nonsense... automatic loan players to keep the numbers up... click on bottom player... frequent suspension of players due more to foul play than a game fault?...  
*Andrew Raby, Leeds*

Secret's out... Paul Turner's letter... 69 goals... value reduced by £100,000... crappy keeper retained value... not God but still excellent fun... disappointing if God came on just two floppy disks in an 11x5x2 box [Er...]  
*Trav Smith, Leicester*

**Send erotic pictures of middle-aged women to:**

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# Superleagues

Level with us readers – do you really give a flying leopard's toss about the 94th best platform game of all time? Neither do we, so as promised here are the all new, super-sleek, all singing, all dancing... er, Superleagues

## Arcade Adventure

- 1 **FIRST SAMURAI**  
Mirrorsoft
- 2 **ROBOCOP 3**  
Ocean
- 3 **D/GENERATION**  
Mindscape
- 4 **SECOND SAMURAI**  
Psygnosis
- 5 **HUNTER**  
Activision
- 6 **ANOTHER WORLD**  
US Gold



- 7 **JURASSIC PARK**  
Ocean
- 8 **HEIMDALL**  
Core Design
- 9 **THE IMMORTAL**  
Electronic Arts
- 10 **GOLD OF THE AZTECS**  
US Gold
- 11 **CADAVER**  
Renegade
- 12 **MOONSTONE**  
Mindscape
- 13 **CORPORATION** + Mission Disk  
Core Design
- 14 **LITIL DÍVIL**  
Gremlin
- 15 **SPACE CRUSADE**  
Gremlin
- 16 **HERO QUEST** + Data Disk  
Gremlin
- 17 **ASHES OF EMPIRE**  
Mirage
- 18 **CYBERCON III**  
US Gold
- 19 **SWORD OF HONOUR**  
DMI
- 20 **LORDS OF TIME**  
Software Business

## Adventure

- 1 **VALHALLA/BEFORE THE WAR**  
Vulcan
- 2 **MONKEY ISLAND 2**  
US Gold
- 3 **INDY/FATE OF ATLANTIS**  
US Gold
- 4 **BENEATH A STEEL SKY**  
Virgin



## 2nd Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**  
Interplay
- 6 **SIMON THE SORCERER**  
PDQ
- 7 **DREAMWEB**  
Empire
- 8 **LEGEND OF KYRANDIA**  
Virgin
- 9 **LURE OF THE TEMPTRESS**  
Virgin
- 10 **SECRET OF MONKEY ISLAND**  
US Gold



- 11 **CURSE OF ENCHANTIA**  
Core Design
- 12 **RISE OF THE DRAGON**  
Dynamix
- 13 **DARK SEED**  
Cyberdreams
- 14 **BLOODNET**  
Gametek
- 15 **THE CLUE**  
Black Legend

- 16 **LABYRINTH OF TIME**  
Electronic Arts
- 17 **MADDOG WILLIAMS**  
Game Crafters
- 18 **INDY/LAST CRUSADE**  
Lucasfilm
- 19 **KGB**  
Virgin
- 20 **MEAN STREETS**  
US Gold

## Shoot'em-up

- 1 **CHAOS ENGINE**  
Renegade
- 2 **DESERT STRIKE**  
Electronic Arts
- 3 **SKELETON KREW**  
Core Design
- 4 **TOWER ASSAULT**  
ATeam 17
- 5 **GUARDIAN**  
Acid
- 6 **ALIEN BREED 2**  
Team 17
- 7 **BANSHEE**  
Core Design
- 8 **PROJECT-X**  
Team 17
- 9 **ALIEN BREED '92**  
Team 17

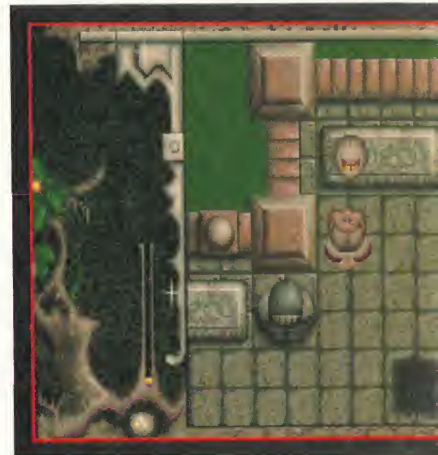
- 10 **BLOOD MONEY**  
Psygnosis
- 11 **ALIEN BREED**  
Team 17
- 12 **JUNGLE STRIKE**  
Ocean



- 13 **TURRICAN 3**  
Renegade
- 14 **SEEK AND DESTROY**  
Mindscape
- 15 **WALKER**  
Psygnosis
- 16 **SILKWORM**  
Virgin
- 17 **SWIV**  
The Sales Curve
- 18 **TURRICAN 2**  
Rainbow Arts
- 19 **OVERKILL**  
Mindscape
- 20 **ZEEWOLF**  
Binary Asylum

## Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**  
Renegade
- 2 **FOOTBALL GLORY**  
Kompact
- 3 **SENSIBLE SOCCER**  
Renegade
- 4 **GOAL**  
Virgin
- 5 **SPEEDBALL 2**  
Renegade
- 6 **PRO TENNIS TOUR 2**  
Ubi Soft
- 7 **MAN UTD LEAGUE CHAMPS**  
Krysalis
- 8 **PGA EUROTOUR**  
Ocean
- 9 **PREMIER MANAGER 3**  
Gremlin





## Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another super blast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



- 10 **JOHN MADDEN**  
Electronic Arts
- 11 **PGA TOUR GOLF + Data Disk**  
Electronic Arts
- 12 **PREMIER MANAGER 2**  
Gremlin
- 13 **GRAHAM GOOCH CRICKET**  
Audiogenic
- 14 **PREMIER MANAGER**  
Gremlin
- 15 **MICROPROSE GOLF**  
MicroProse
- 16 **ON THE BALL**  
Daze
- 17 **WORLD CLASS RUGBY**  
Audiogenic
- 18 **BRUTAL SPORTS FOOTBALL**  
Millennium



- 19 **WINTER OLYMPICS**  
U.S. Gold
- 20 **EUROPEAN CHAMPIONS**  
Ocean

## Flight Simulation

- 1 **REACH FOR THE SKIES**  
Virgin
- 2 **FLIGHT OF THE INTRUDER**  
Mirrorsoft
- 3 **GUNSHIP 2000**  
MicroProse



- 4 **FALCON & MISSION Disks 1 & 2**  
Mirrorsoft
- 5 **TFX**  
Ocean
- 6 **TORNADO**  
Digital Integration
- 7 **F117A**  
Microprose
- 8 **COMBAT AIR PATROL**  
Psygnosis
- 9 **B17 FLYING FORTRESS**  
MicroProse
- 10 **OVERLORD**  
Virgin



## SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 11 **DOGFIGHT**  
MicroProse
- 12 **THUNDERHAWK**  
Core Design
- 13 **F-19 STEALTH FIGHTER**  
MicroProse
- 14 **THEIR FINEST HOUR + Data Disk**  
Lucasfilm
- 15 **F-16 COMBAT PILOT**  
Digital Integration
- 16 **A320 AIRBUS USA**  
Thalion
- 17 **BATTLEHAWKS 1942**  
Lucasfilm
- 18 **FIGHTER BOMBER**  
Activision
- 19 **A320 AIRBUS**  
Thalion
- 20 **A-10 TANK KILLER V1.5**  
Sierra

- 4 **BUMP N BURN**  
Grandslam
- 5 **FORMULA ONE GRAND PRIX**  
MicroProse
- 6 **SUPERCARS 2**  
Gremlin
- 7 **ROADKILL**  
Acid Software
- 8 **LOTUS TURBO CHALLENGE II**  
Gremlin
- 9 **ATR**  
Team 17



## Racing

- 1 **TURBO TRAX**  
Arcane
- 2 **SKIDMARKS**  
Acid Software
- 3 **LOTUS ESPRIT TURBO CHALL**  
Gremlin

- 10 **POWERDRIVE**  
US Gold
- 11 **OVERDRIVE**  
Team 17
- 12 **STUNT CAR RACER**  
MicroStyle
- 13 **NO SECOND PRIZE**  
Thalion



## Valhalla

(and Valhalla: Before the War)  
Vulcan Software 94%  
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



## Turbo Trax

Arcane Software 92% Issue 69

One of the new breed of overhead racing games that have taken the Amiga by storm. Arcane Software's first product beats the pants off most of its rivals with slicker graphics, better tracks and superb sound. Highly recommended and close to unmissable.



# Super Leagues



## Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.

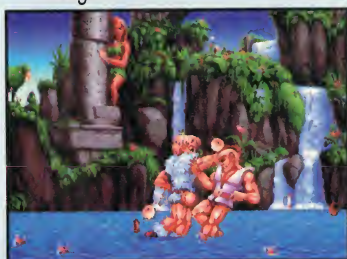


- 14 **NITRO**  
Psygnosis
- 15 **LOTUS III**  
Gremlin
- 16 **LAMBORGHINI**  
Titus
- 17 **F17 CHALLENGE**  
Team 17
- 18 **MICRO MACHINES**  
CodeMasters
- 19 **JAGUAR XJ220**  
Core Design
- 20 **TOP GEAR 2**  
Gremlin

- 6 **IK+**  
System 3
- 7 **BODY BLOWS**  
Team 17
- 8 **PANZA KICK BOXING**  
Futura
- 9 **TORVAK THE WARRIOR**  
Core Design
- 10 **BODY BLOWS GALACTIC**  
Team 17
- 11 **BUDOKAN**  
Electronic Arts
- 12 **STREETFIGHTER II**  
US Gold
- 13 **ORIENTAL GAMES**  
Unknown
- 14 **AFTER THE WAR**  
Dynamic
- 15 **VIGILANTE**  
US Gold
- 16 **WRATH OF THE DEMON**  
Readysoft
- 17 **SHADOW WARRIORS**  
Ocean
- 18 **FINAL FIGHT**  
US Gold
- 19 **NINJA WARRIORS**  
Virgin
- 20 **GOLDEN AXE**  
Virgin

### Beat'em-up

- 1 **MORTAL KOMBAT II**  
Acclaim
- 2 **RISE OF THE ROBOTS**  
Mirage
- 3 **MORTAL KOMBAT**  
Virgin
- 4 **ELFMANIA**  
Renegade



- 5 **SHADOW FIGHTER**  
Gremlin

### Strategy

- 1 **SIMCITY 2000**  
Maxis
- 2 **SETTLERS**  
Kompart
- 3 **THEME PARK**  
Electronic Arts

- 4 **UFO**  
Microprose
- 5 **DETROIT**  
Impressions
- 6 **POWERMONGER** + Data Disk  
Electronic Arts
- 7 **UTOPIA** + Data Disk  
Gremlin
- 8 **MEGA LO MANIA**  
Mirrorsoft
- 9 **POPULOUS II**  
Electronic Arts
- 10 **CIVILISATION**  
MicroProse
- 11 **DUNE II**  
Virgin
- 12 **K240**  
Gremlin
- 13 **PIRATES! GOLD**  
MicroProse
- 14 **CAESAR**  
Impressions
- 15 **SABRE TEAM**  
Krisalis
- 16 **REUNION**  
Grandslam
- 17 **D-DAY**  
Impressions



- 18 **LORDS OF THE REALM**  
Impressions
- 19 **GLOBAL EFFECT**  
Electronic Arts
- 20 **DREADNOUGHTS**  
Turcan Research

### Arcade Strategy

- 1 **CANNON FODDER**  
Virgin
- 2 **FRONTIER - ELITE 2**  
Gametek
- 3 **LIBERATION**  
Mindscape
- 4 **ELITE**  
Rainbird
- 5 **SYNDICATE**  
Electronic Arts
- 6 **SPACE HULK**  
Electronic Arts



- 7 **ARMOUR-GEDDON**  
Psygnosis
- 8 **DYNABLASTER**  
VBI
- 9 **THE KILLING CLOUD**  
Mirrorsoft
- 10 **HEIMDALL 2**  
Core Design



- 11 **CANNON FODDER 2**  
Virgin
- 12 **FLAMES OF FREEDOM**  
MicroProse
- 13 **HIRED GUNS**  
Psygnosis
- 14 **STARGLIDER 2**  
Rainbird
- 15 **THEATRE OF DEATH**  
Psygnosis
- 16 **STORM MASTER**  
Silmarils
- 17 **SPECIAL FORCES**  
MicroProse
- 18 **NORTH AND SOUTH**  
Infogrames
- 19 **WAR IN THE GULF**  
Empire
- 20 **PIRATES**  
US Gold

### Platform

- 1 **LION KING**  
Virgin
- 2 **ALADDIN**  
Virgin
- 3 **JAMES POND 3**  
Millennium
- 4 **RUFF 'N' TUMBLE**  
Renegade
- 5 **FLASHBACK**  
US Gold
- 6 **SOCCER KID**  
Krisalis
- 7 **PUTTY SQUAD**  
System 3
- 8 **BUBBLE N SQUEAK**  
Audiogenic
- 9 **SUPERFROG**  
Team 17
- 10 **NAUGHTY ONES**  
Kompart



## Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





## Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, Syndicate remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



## World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the Lemmings returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for Lemmings fans to wet themselves all over again.



## Aladdin

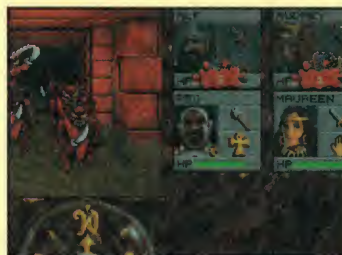
Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



### Role Playing

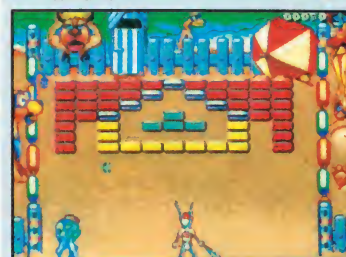
- 1 AMBERMOON**  
Thalion
- 2 DUNGEON MASTER**  
Psygnosis
- 3 CHAOS STRIKES BACK**  
Psygnosis
- 4 EYE OF THE BEHOLDER II**  
US Gold
- 5 LEGEND**  
Mindscape
- 6 KNIGHTMARE**  
Mindscape
- 7 ISHAR 3**  
Daze



- 8 AMBERSTAR**  
Thalion
- 9 BLACK CRYPT**  
Electronic Arts
- 10 MIGHT AND MAGIC III**  
US Gold

### Bat 'n' ball

- 1 PINBALL ILLUSIONS**  
21st Century
- 2 PINBALL FANTASIES**  
21st Century
- 3 PINBALL DREAMS**  
21st Century
- 4 ARKANOID 2/REV OF**  
Ocean
- 5 SHUFFLEPUCK CAFE**  
Ubisoft
- 6 ARKANOID**  
Ocean
- 7 KRYPTON EGG**  
Rainbird
- 8 BUNNY BRICKS**  
Silmarils



- 9 LORDS OF WAR**  
Rainbow Arts
- 10 BOTICS**  
Krisalis

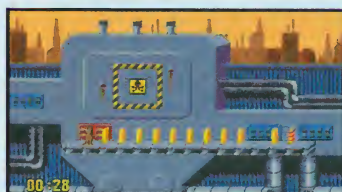
- 11 OUT TO LUNCH**  
Mindscape
- 12 KID CHAOS**  
Ocean
- 13 ZOOL**  
Gremlin
- 14 THE ADDAMS FAMILY**  
Ocean
- 15 ASSASSIN '94**  
Team 17
- 16 ASSASSIN**  
Team 17



- 17 PREMIERE**  
Core Design
- 18 GODS**  
Renegade
- 19 FURY OF THE FURRIES**  
Mindscape
- 20 ZOOL 2**  
Gremlin

### Puzzle and Quiz

- 1 LEMMINGS 2**  
Psygnosis
- 2 BENEFACTOR**  
Psygnosis
- 3 OH NO! MORE LEMMINGS**  
Psygnosis
- 4 LOST VIKINGS**  
Interplay
- 5 DIGGERS**  
Millennium
- 6 PIPEMANIA**  
US Gold
- 7 ONE STEP BEYOND**  
Ocean
- 8 PUSH-OVER**  
Ocean



- ALL NEW WORLD OF LEMMINGS**  
Psygnosis
- HUMANS/JURASSIC LEVELS**  
Mirage

## What the hell's going on?

The new Superleagues work pretty much as they always did, only instead of six bland pages of the pointless lists that you seem to crave, we now have four. The recommended boxes are top games from each category that are still available to buy in the shops – games that we think your collection should include. So, there you have it – the Superleagues stay due to public demand, but we did manage to bugger about with them a bit.

# Swap Shop



## SWAP SHOP BAG OF TOSS '94/95

The good news this month readers is that I've recovered my own identity - I am once again Swap Shop from Amiga Action and back on the hallowed shores of Blighty for a brief respite before embarking upon the second leg of my journey. How I look forward to visiting the Swiss Alps and the stunning ruins of Pompeii, the majesty of the Indian temples and the stark elegance of, er, the Gaza Strip. So full am I with anticipation of what lies ahead that I can hardly bring myself to write anything of note this month. In fact, let's face it readers - you don't appreciate what I'm doing anyway do you? So that's it... I'm not bothering any more. I'll travel alone and you'll never be any the wiser. [Ooh we're all gutted, 'cos this feature was a real winner! - Paul]

Trolls, Body Blows Galactic, Bubba & Stix £8. Lethal Weapon, American Gladiators £5. Paberboy 2, Striker, Motorhead £3. Lots more. 0732 864527.

Frontier, Club Football The Manager, Wild Cup Soccer £8. Body Blows, Brutal Football £5. Robocop £2. Lots more. 0732 864527. [Ooh, send in two short ones eh? Well, you certainly caught us out there. Bravo.]

Selling Amiga games, including Superfrog, Premier Manager 1 & 2 and Sensible Soccer for £5-10. Also Game Gear, six games, mains adaptor £80.

Star LC200 colour printer for sale, new, no longer required. £100 ono. Karen Currier, 01902 20092.

Desperately wanted: Blitz Basic 2 with manual for Amiga 1200. Phone Kathy after 5pm or weekends. 081 514 0452 now! [Er... providing it's after 5pm or a weekend, or course, no?]

A600 owner seeks penpal (m/f) from anywhere. Name's Darrell and I've appeared on Gamesworld and I won! 100% reply. (Age 15).

Swap/sell Immortal, Roadkill (A1200), Hammer, Fate of Atlantii, Merc III, Battle Isle, K240, Armoredgedon II, Damocles and mission disk 1, Tournament Golf, Bards Tale II, Sabre Team (A1200), Cruise for a Corpse, for: Heimdall 2, UFO, Bloodnet, Pinball Illusions, F1, Crystal Dragon, Fields of Glory. Colin Andrews, 01732 574498.

Amiga 1200, various games and utilities, word processor and database, 60 PD disks, 30+ magazines, coverdisks, joystick. £350. A. Czarnobaj, 01353 669637.

Wanted: 1mb upgrade for A600. Will pay £30. Chris Williams, 0161 620 8583.

Swap: Campaign, Zool, Cannon Fodder, Striker, Lemmings 2, Winter Olympics, F17, Bubba & Stix, Sensi v1.1, for: Space Hulk, strategy/adventure games (A1200 compatible). Richard Culver, 0161 226 2426.

Wanted: Amiga 500+ games. Call Andrew or Richard on 0161 798 0038.

Anyone want to swap PD? Write to Clive at 18 Oast Way, Rochford, Essex, SS4 1RZ.

Will swap Links Golf for F1 or Space Hulk, or any other good games, ie Road Rash etc. Call Ben on 01384 378619.

For sale: Syndicate £17, Chaos Engine £8, Captain Dynamo £4, Project-X remix £8, assassin remix £8, Prince of Persia £5. Also, Amiga gamemaker manual and Amos basic £14. All items boxed in mint condition. Will consider swaps. Neil, 01851 870 460.

Amiga 600, 1 meg RAM inbuilt, TV modulator, mouse, Workbench 2.0, power supply, all boxed £75 ono. Peter Warburton, 01582 668823.

Wanted: articles for new diskmag, any subject, free copy for accepted articles. Billy Murphy, 25F Pine Crescent, Johnstone, Renfrewshire, Scotland, PA5 0BX.

Wanted: sim games, pay up to £10, not Sim City 512k, not flight or sport sims. Strategy sims, OK? Lee Hall, 36 York Road east, Alkington, Middleton, Manchester M24. 0161 653 0145.

For sale: Mega Drive and Mega CD with 40 games, including Landstalker, sonic 3, Thunder Force 3 and Sonic & Knuckles. Kevin Ward, 01525 840468.

Lobster! AGA Pd contax wanted. 612% reply. Write to Valentino Lovescones, 56 Mary Morrison Drive, Mauchline, Ayrshire KA5 6AR.

For sale: Commodore MPS127DA inkjet printer, mono, three year extended warranty, buyer collects or pays carriage. Reliable, £70 ono. June Hodge, 01753 578956.

Swap or buy for Amiga 500: Amberstar, Abandoned Places, Death Knights of Krynn, Dark Queen of Krynn, bards Tale 3 etc. H. Chambers, 01246 472104.

Excellent printed compendium of Amiga cheats. Over 300 games covered. Send £1.95 made payable

to Christian Oliff at 33 Hillside Crescent, Weldon, nr. Corby, Northants, NN17 3HF.

Wanted: Putty and Zool 1, compatible with the A1200. Scott Griffiths, 01554 778148.

Amiga 1200, 12 months old, boxed with manuals, 210 meg internal hard drive and 528 meg external hard drive, mouse, joystick and software. No time wasters, open to offers. Ring anytime. P. Fratter, 3 Station Hill, Overton, Hants, RG25 3JH. 01256 770236.

Bargains: FIFA, Football Glory A1200, £10 each. Club Football, Elfmania, Soccer Kid, Sensi Soccer World Champs, Flashback, European Champs, Streetfighter II, Champ Manager '94, Kick Off 3 and Goal, all £7 each. Includes postage, all boxed originals. Phone after 6pm, Darren O'Neill, 01788 570157.

Wanted: Might and Magic III, Legends of Valour, boxed originals with instructions for Amiga 1200. M Airey, 01327 706819.

Pen pals wanted, all letters answered. Don't delay, write today! Female contacts most welcome. Colin Edwards, 18 Donald Road, West Croydon, Surrey, CR0 3EQ. Are you stuck on Monkey Island? If so then call Phill for information. 01624 878380.

Wanted: Amiga 1200 contacts to swap/talk about games. Matthew Wheatley, 2a Briargate, Long Eaton, Nottigham, NG10 4BL.

Sell A1200 with mouse and joystick for £240. Mahbub Rahman, 132 Robin Hood Gardens, Cotton Street, Ppoplar, London E14 0HG.

Sell or Swap Jungle Strike, Populous 2, Reach for the Skies plus others. Any offers, S. Quinn, 998 8967 [sorry readers, you'll have to work out the prefix for yourself].

To sell: Sensible v1.1, Blastar, Godfather, Beneath a Steel Sky, On The Ball World Cup Edition, Jurassic Park, Ishar 2, Nightmare £15 each. Andy Hefferman, 0151 449 377.

Selling legends of Valour and Goblins 2. Wanted: Death Knights

of Krynn or Amberstar original. David Cotterill, 28 Fountains Road, Mossley Estate, Walsall, West Midlands.

Wanted: Flight Sim 2 or Pro Flight for A500. Cash waiting. Nabil Khokar, 29 Dewsbury Road, Luton, Beds, LU3 2HH.

Wanted: Any original art or music mods, the best of which will be used for PD. David Page, 78 Torrington Street, Grimsby, South Humberside, DN32 9QL.

For sale: A500+, monitor, disk drive, vgc £300, or CD-Rom for A500. Cheap. Ring Dave. 0181 595 1627.

Swap Harpoon with data disks, Strikefleet, Wolf Pack, Midwinter 2 for almost anything. phone after 7pm. Don Brown, 01424 439496. A500+ 2mb, few games, joystick, mouse, boxed £150. GVP hard drive, 50mb external, + 4mb extra mem £150. Sell together for £250. 40mb SCSI board PC-Emu 350. Allan, 01242 584196.

A1200 with 250 meg hard drive, over £400 of software including UFO and Theme Park, only 3550, all boxed. Tel eves, 01375 841139. L.D. Prosho.

Wanted: Iron Lord, Defender of the Crown and Escape from Colditz. Good prices paid. Originals only! Phone after 5pm. Andrew Bartley, 01636 707034.

Amiga penpals all over UK wanted, male or female to discuss comuting life, anything, write soon. Colin, 18 Donald road, West Croydon, Surrey CR0 3EQ. (Age 26).

For sale: CM94, CM93, all Dizzy's, Jimmy White, CM94EOS [Lordy!], Macdonald Land, CM Italia, Rugby World Cup, Cruise for a Corpse, Tip Off, Wrestlemania, Populous, Man United Europe, Parasol Stars, Jaguar, James Pond and many more. £2-25. Write to Dave at 53 Hedge End Road, Andover, Hants, SP10 2GJ.

Wanted: anything to help with PD making, art mods etc. David [Scribbler] Page, 78 Torrington Street, Grimsby, South Humberside.

Amiga 500 for sale. Lots of games including Cool Spot, Zool, James Pond, Lemmings 2. Comes with mouse. Price negotiable. Carl Such, 1 Keale Close, Church Hill North, Redditch, Worcs, B98 9NF.

Sell A1500, Philips colour monitor, little used, comes with joystick, mouse and software including Works, Paint III, Battle Chess, Fast Lane, Fun School, Cpt Planet and Their Finest hour. Computer and software all in original boxes. £300 ono. J. Pringle, 01962 863101.

Sell Cannon Fodder 311, Chaos Engine £7, James Pond 3 £7, Desert Strike £10, Lemmings 2 £8. Swaps considered. Frank White, 23 Mount Carmel, Newbridge, Co. Kildare, Ireland.



# SwapShop

# SwapSW

Swap Rise of the Robots for Theme Park, Powerdrive, Settlers or UFO. Phone Steven atter 7pm or any time weekends. 0161 633 9827.

For sale: Commodore 64 with tape deck, over 50 games for £50. Joan, 01842 752321.

Swap Chaos Engine, Pinball Fantasies... anything considered.

Penpals/contacts wanted, just bought an A1200 hard drive.

Lynette Manning, 81 Hermitage Road, Loughborough, Leics, LE11 0PA. (Age 33)

Please help. Has anyone got Bard's Tale 2? If you have please dial 021 744 1121 daytime or 021 744 5192 eves. Good price paid. Roy Paget.

CD32 for sale. Over £350 worth of games, 2 joypads, 15 demo CD's and CD wallet. All for £190. Stewart Patterson, 01750 322559.

Does anyone out there have Death Mask that they want to sell? [Er... the shop?]. Write to Felix Cable, Woodpark, Shrute, Co. Mayo, eire. CD32 games for sale, send SAE for list to Justin Castle, Tremorran, Upper Torrs, Ilfracombe, Devon, EX24 8AZ.

CM93 wanted, also Sensible World of Soccer [try Paul Turner mate... he hates it]. Pay up to £5. Write to Jon Sutcliffe, 10 Maytree Close, Chelmsley Wood, Birmingham B37 5ED.

Wanted: A570 or A520 modulator. Will pay £10-15 for it. [And then ther followed the most disgraceful, illegible scrawl in living memory, somewhat negating Justin whatever the hell he was called's chances of getting a reply. Ne'er mind...]

For sale: Theme Park AGA and PGA European Tour AGA, £15 each. Power hand scanner v3, £60. All original and boxed. Richard Scothern, 01476 65980.

£5 each: Curse of Enchantia, Lure of the Temptress, Eye of Beholder. £7.50 each: Legacy od Sorasil, Zork, infocoms for C64 or others [huh?]. Joy Birley, Abergeraint, Cricieth, Gwynedd, LL52 6HT.

Female penpals wanted, 18+, have A1200 and CD32. 100% reply guaranteed. Anthony Collins, 106 Concorde Tower, Hawker Drive, Castle Vale, Birmingham B35 7EE. (Age 27).

Gameboy games for sale, £15 each. Top notch quality, please phone 01652 640321. Sean Thompson.

Wanted: Rock Star Ate My Hamster A600. Willing to pay £5. Phone Seb on 01629 822312.

CD32 for sale, 14 top games including Theme Park, Cannon Fodder, Bump & Burn, Rise of Robots, with speakers, vg condition but no box, hence £300 ono.

Stephen Toynton, 01482 783891. For sale: A1200 plus 1084S monitor, 170 meg hard drive, external drives

and work stations. Some games, £500 the lot. phone Mike on 10152 411145 during work hours.

Amiga, C64/128 parts, products and more. Qulality USA stuff. Free catalog[ue], call now, 24 hours. San Francisco, 1-415 871 5158. John Smith. [Ooh, that'll be cheap!]

Swap Overlord, UFO. Want Theme Park, Harpoon, Jungle Strike. Roy Matthews, 01159 819770.

Colour printer wanted, must work on A1200, be in good working order and include instructions.

Frances Hughes, 0925 222583.

Amiga 500+ for sale, a few games, anim and rave disks. Joystick, mouse, 1meg upgrade, £150 ono, or swap. Garry Nisbet, 0324 485717.

Devpac 3, Zool 2, Links, Eye of Beholder 1 & 2, T2, plus over 100 more, all boxed originals. G. Rogers, 0956 558024.

Swap/sell: FIFA Soccer, Starlord, Fields of Glory, Legends of Valour, Desert Strike, Syndicate, MIUPLC, Pinball Fantasies AGA. £10 each. John Tse, 0274 549545.

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